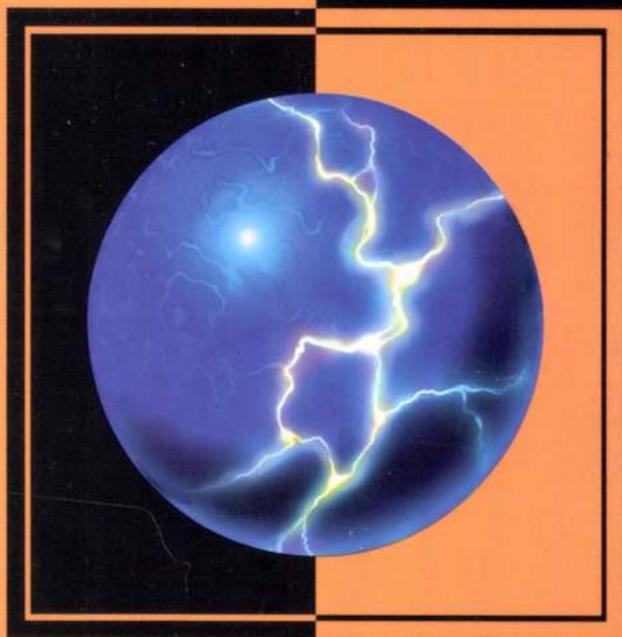




# D E S C E N T™

The Official Strategy Guide



Bill Kunkel



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# **DESCENT™**

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# **DESCENT™**

## **THE OFFICIAL STRATEGY GUIDE**

**Bill Kunkel**

**Level Walkthroughs by  
Rusty Buchert  
Raphael Hernandez  
Matt Norton  
John Werner**

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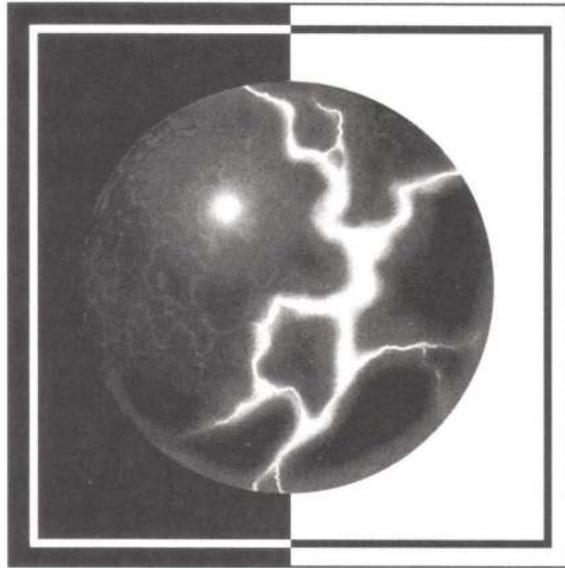
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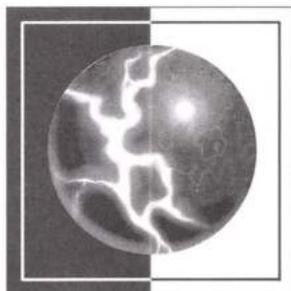
This book is dedicated to my mother,  
because it's her turn



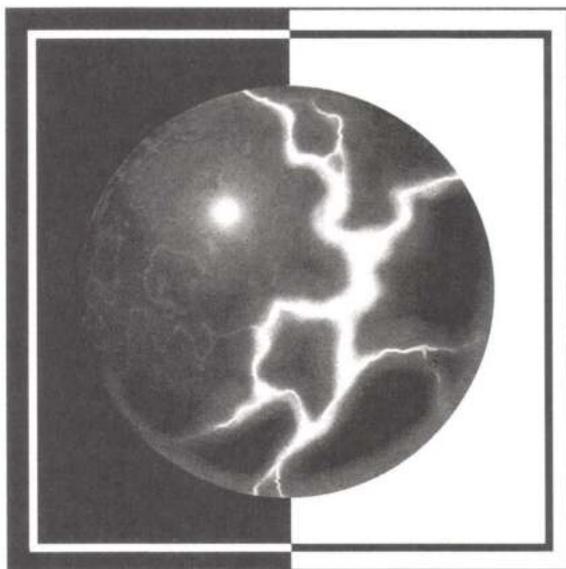


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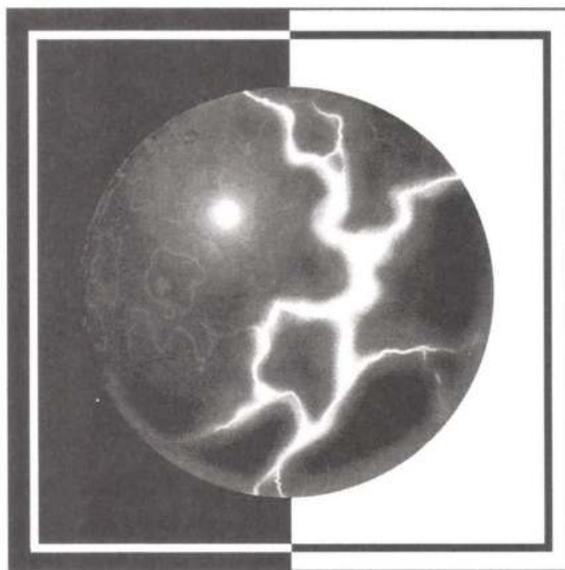


## **ACKNOWLEDGMENTS**

This book would not have been possible without the collaboration of master playtester Ken (K\*V) Vance, who blasted his way through all 30 levels, and artist Kenny Trinter who produced the wonderful 2D maps which are so crucial to the success of this book. I also wish to thank Laurie Yates, LaShunda Davis, and John Hardin for their help in capturing, labeling, and tracking the many wireframe images which fill this work. Special thanks to Eric Yeo, who fixed our hopelessly haggard PC when things looked darkest. Marian Hartsough deserves a round of applause for endless hours of work in designing the book. And finally, thanks to Hartley Lesser, Brett Skogen, and Dallas Middaugh at Prima, wonderful folks without whom none of this would have been possible.

Bill Kunkel  
Las Vegas, NV

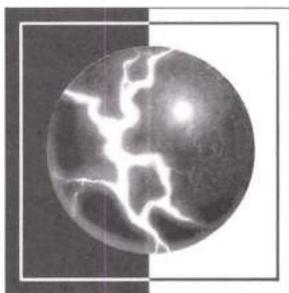




# FOREWORD

Some games are just games. Good, bad, or indifferent, they are what they are and nothing more. Then there are games that are category-creators. *Pong*, *Space Invaders*, *Zork*, *Tetris*, and, most recently, *Doom* possess a status based on something beyond their actual content. These are games that created entire genres.

Then there are the classic offshoots; games which have been inspired by a category-creator, but which work in a totally unique way, creating a dynamic that partakes of both the familiar and the unique. *Pong* is a classic, but in its own way another ball-and-paddle contest called *Breakout* is just as memorable. *Breakout* took *Pong* and turned it on its side. Then, instead of putting another paddle at the top of the screen, there were multicolored bricks. Same basic idea, but the game's execution is so original that *Breakout* now owns its own place of honor in the history of electronic gaming.



*Tetris* ignited the explosion of interest in the kinetic puzzle genre, but Klax reinvented it, using a conveyor belt and colored tiles instead of falling puzzle shapes. And so it goes.

*Doom* or, more correctly, *Wolfenstein 3-D*, spawned an intense interest in first person, pseudo-VR contests in which players walk or run through a variety of essentially single-tiered environments. Inspired by the visceral thrills this type of game induced in players, we here at Interplay, in conjunction with the development group Parallax, set out to reinvent the genre with *Descent*.

First, *Descent* puts the player in the cockpit of a sophisticated combat vehicle ideal for navigating the tunnel-like environments that comprise the game's many mines and research stations. Then, instead of limiting the player to left, right, forward, and backward movement, we liberated them by constructing scenarios full of multi-tiered structures that allow gamers to fly up and down in a truly three-dimensional environment.

It should also be noted that the *Descent* experience comes in two flavors: solitaire and network play. The solitaire scenarios, which are discussed at great length in this volume, involve single-minded missions which must be executed with practiced precision. The network version, however, partakes of a radically different dynamic, one that is largely shaped by the different personalities involved in the game.

Whichever way you most enjoy it, the maps and other data contained in this book should put you well up on the learning curve. And we can only hope that playing *Descent* is as rewarding and fulfilling for you as creating it was for us. And now—

Prepare for *Descent*!

Interplay Productions, Inc.



# INTRODUCTION

You have probably never seen a strategy guide quite like this one.

The explanation is simple: there has never been a game quite like *Descent* before. Despite a superficial resemblance to the many pseudo-VR, *Doom*-style contests, its environment is a radical departure from the essentially two-dimensional, traditional stalking scenarios. Instead of prowling through corridors on foot, the player in *Descent* is piloting a ship capable of high speed flight or hovering in total stasis.

But what truly makes this game unique is its amazing environments—27 levels backed up by three secret areas. How different? How unique? Certainly the most difficult thing about constructing this book, from my perspective, was explaining it to the various team members and editorial personnel involved in the project.

What does a typical level of *Descent* look like? The closest I could come to a description was: “You know those Hamster Habitrails? The long sections of transparent tubing that little pet rodents explore and exercise in? Good. Now imagine one of these babies about the size of the Death Star, as designed by Rube Goldberg while under the influence of sleep deprivation and prescription drugs.”

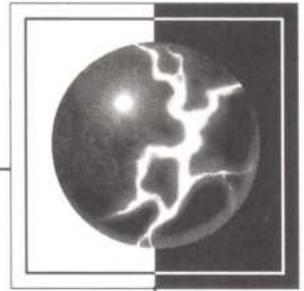
Mostly, the people to whom I offered this explanation looked at me as if I had been spending too much time writing strategy books, was deprived of sleep, or was on prescription drugs. Invariably, they would have to be shown.

After a while, I began to anticipate the reactions as playtesters, technical artists, and the various other prospective creative partners got their first look at *Descent*. They stared, gaped, dropped jaws, and tightened their eyes to peer through the incredible mesh of low-res wireframe maps. This continued until I got the news that there were no actual maps of these 30 levels with their towering columns, extensive shafts, and funny little dongles hanging off the edges. It didn't seem possible, but it was all too horribly true. The game's development system allowed the designers to simply “tunnel” through the 3D space while an automapping feature produced wireframe images of the area as they constructed it. These massive structures were literally created “on the fly.”

I, however, was stuck somewhere between marvelling at the ingenuity of the engine and wondering about the more painless forms of suicide. The wireframes, which are also available to players as they move through the various levels, were adequate for gameplay purposes, but their resolution was just not sufficient to serve as the primary map source in a book such as this. We had to have maps, and while ace playtester Ken Vance can find his way through any game ever designed, neither he nor I were capable of 3D technical mapping. So another Kenneth, Kenny Trinter, was brought on board and given the unenviable task of making 2D sense out of these astoundingly complex multi-dimensional environments.

## Preface

---



These maps, used in conjunction with the wireframe images, produce the only possible roadmap to the unconventional world of *Descent*. By coordinating the positions on the wireframes with the 2D maps which open each level chapter, even those gamers with a minimal sense of direction should be able to make the full *Descent*. Let's face it, this is not the kind of book where text-heavy chapters featuring minute turn-left-then-turn-right instructions are practical. By the time you finish reading about where to go, your ship has been hit four times and spun around three times. So we've gone with a combination of 2D maps and wireframe reference points designed to lead you through even the heaviest danger.

As for the three secret levels, we cheated just a little. Their locations are provided, along with some tips on surviving, and three wireframe shots showing each of the levels, in their entirety, from topdown, side-view, and bottom-up perspectives. After that, however, you're on your own. Consider it an extra challenge. A person can always use an extra challenge, even within the context of a strategy guide.

Good luck, fly safely, and remember: What does not kill us, makes us stronger. Especially if it's a power-up.

Bill Kunkel  
Las Vegas, NV



# SECTION 1



## STRATEGY AND TIPS

What would a game book be without tips and strategies? In this case, about six pages shorter. *Descent* is not the kind of game that lends itself to a wide variety of tactical pussyfooting; it's a straightforward, albeit extremely challenging, twitch game full of menacing targets and challenging navigation problems.

Nonetheless, we have managed to acquire a few tidbits of information that should help you on your way. But remember that the maps are still your best friend.

Good luck, and prepare for *Descent* . . .



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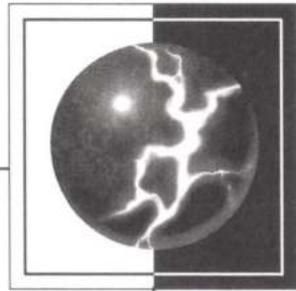
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*Descent* isn't the kind of game that inspires great tactical thinking. Everything happens so quickly it's often difficult to determine which way is up, much less a clever method for dispatching a half dozen attacking robots.

Nonetheless, here are some of the best tips compiled by a corps of first-rate players:

- Set your priorities. Remember what you've been sent into the various levels to do: capture the keys, rescue the hostages, blow the Reactor, and get out. If it costs you a life to pick up a bonus Quad Laser or a Smart Missile, how good an exchange have you really made? Don't get too hung up on power-ups unless you can easily gather them. Keep your wits about you, keep your head screwed on straight, and play smart.
- On the early and mid-levels, use your weapons in tandem. Don't just fire your default lasers—mix up the menu with occasional missiles to greatly amplify the power of your attack.
- Check the maps and explore each level carefully. Get to know the corners especially well. In network games, they make great ambush locations, and in solitaire mode, there are certain positions from which you will be able to blow away attacking robots but the angle of your cover will keep them from successfully returning fire.
- Always know which way is up. Occasionally, you will find yourself flying upside down, but because of the bizarre environments, you may not notice it until you pass a sign or other text-bearing object and note that the writing is inverted. To keep this from happening, get used to periodically hitting the **Q** and **E** buttons which rotate you counter-clockwise and clockwise. Look for visual cues such as signs, ceiling lights, etc. Also, use your lasers to illuminate a dark area.

Being upside down may not seem so awful, but it makes map reading a real challenge.



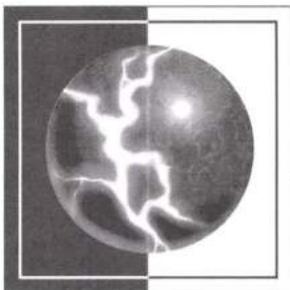
- As you come upon a previously unexplored location, fire once to open the door, then hang back. Slide around to trigger any hidden entrances, then look at the wireframe before entering. Of course, all Key areas are marked on our maps, but there are interesting areas that don't contain Keys, Hostages or Reactors as well. Also, in network mode someone may be in that area, waiting for someone to stumble in.
- If you are fortunate enough to be playing in a networked loop where the other gamers do not have access to this book, you can have a whole lot of fun. Not only are you using a roadmap while they're flying blind, you know where the secret exits can be found.

Now let's say another player is pursuing you from a distance. You turn a corner, pop open a secret door and slip inside, allowing the door to close behind you. Then either go to wireframe or simply track the amount of time it will take your opponent to reach your location and get just beyond it, then pop out and blow them apart.

They'll never know what hit them.

- Most network gamers are already familiar with the "feeding frenzy" phenomenon which occurs after one of the players' ships is dusted. In *Descent*, as you know, when a ship is destroyed all of its accumulated weapons simply float in the light gravity of that area. When playing solo, you can simply return to the scene of your demise and re-collect your goodies.

But, oh, what happens in network mode! When a player's ship is destroyed, the other players often "descend" on the scene like sharks scenting blood. If you've already collected all the goodies by the time the rest of the group arrive, however, you are in an excellent position to take out several additional members of the opposition (and don't forget to scoop up their power-ups, too).



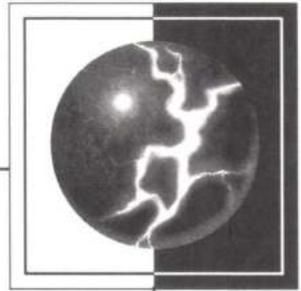
- When you start to get low on power and sense that death is near, make like an elephant and head back toward the level's starting point. This way, you won't have so far to travel in order to collect your floating power-ups after you restart the level.
- Observe the behavior of different robots and look for patterns. Some robots, for example, are clearly assigned patrol duty since they march back and forth within an assigned area. Simply wait for them to turn their back and fire away—no one will think any less of you for shooting a robot in the back.
- Master the fine art of the Strafe—i.e., the ability to throw fire while executing sophisticated flight movements such as rolling and sliding—as soon as possible. It is one of the primary talents required for the mastery of this game.
- We don't want to belabor the obvious, so we'll only say this once: you've got maps. They are beautiful maps and we created them at great time and expense. **USE THEM!** Do NOT fly "blind" through any unexplored areas.

And even given our beautiful maps, we don't chart the position of the robots who move throughout the levels, so on your initial fly-throughs, go slow and keep your eyes open.

There's plenty of time for high speed destruction down the road, so to speak.

- It's hard to stress this enough, but the key to success in this game is the intelligent use of resources. Don't waste some big, bad mega-weapon that drains huge amounts of energy to take out a Drone. The key is: punk weapons for punk robots, bad-butt weapons for bad-butt robots. Use your weapons intelligently, both on offense and defense.
- When coming up on a new location, move forward and slide up and down against the walls, almost like a cat marking territory with its scent. It won't slow you down and it should spring any hidden access areas. After a while, this type of flight will be second nature, by which time you'll probably know the areas well

## Section 1 Strategy and Tips



enough that it will no longer be necessary to fly in this manner. Oh, the bitter irony of it all!

- Use the cloaking defense when infiltrating heavily infested areas. Of course, you will still absorb incidental damage—with all those robots in there, blasting away like metal maniacs, they're bound to hit something—but it serves as the best kind of damage control.
- When in large, open areas infested with robots, the Smart Missiles make the ideal weapon since they take out up to a half-dozen additional robots in the immediate area after detonation.
- Another good defense against areas containing massed robot forces is to hang back and pick them off one by one while staying out of range.
- If you know there's a robot—or, in a network game, an enemy player—hiding behind a door, fire a quick laser burst to open the portal, then immediately squeeze off a missile. If you time it correctly, you'll take out the hidden enemy before it can generate an attack.
- Lava can be your friend, as well as a menace. This is extremely tricky, but if you fly at a low enough level at high speed, you will create a splash of lava in your wake, much in the manner of a speedboat. If a robot is trailing you, this splash of lava will catch them and sear their circuits.

The trick, of course, is in flying low enough to create a wake without flying so low that you become the subject of one.

- When robots fire a missile at your ship, even a near miss can hurt. For example, if a missile detonates against a nearby wall, the shrapnel and concussion effect can still generate damage.
- At the end of each level, the player must reach the long, gooseneck-like exit tube. Before entering the Reactor room to destroy that level's power source, make sure that last pathway to the exit is clear. Once the Reactor blows, you have a limited amount of time to get off that level and you do NOT want to



## DESCENT The Official Strategy Guide

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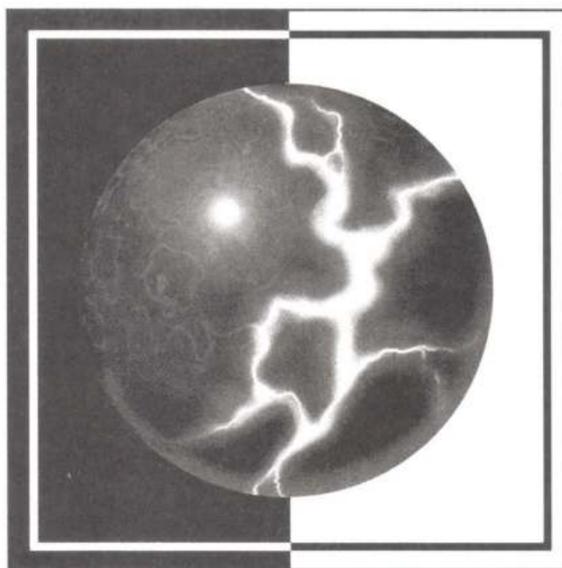
waste it dealing with robots. Also, the hard drive may occasionally lock you in place while new data is fed into the game, but the clock doesn't stop.

In short, before you take out the Reactor, make sure nothing is left functional in that last, oh-so-vital area.

There you have it, the collected wisdom of dozens of testers on one of the most challenging games ever created. You'll never be completely ready, but we've done our best to prepare you for *Descent*.

Good luck—you will most assuredly need it.

## SECTION 2



# LEVEL MAPS

Descent consists of 30 full levels, three of which are secret areas. Each of the 27 regular levels contains a 2-D rendered map of the entire level, complete with insets and additional deck levels, all detailed with Key locations, Hostages, Reactors, and other important areas tagged.

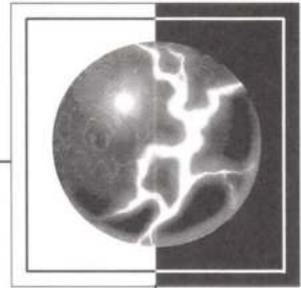
The Secret Levels are discussed in a separate section of this book.

In addition to the 2-D map, a number of wireframe images have been reproduced from the game so that you will be able to reconcile the wireframes and the map locations. The wireframe images have been reversed from the original white-on-black format to a black-on-white presentation so that they are easier to follow on the printed page.

Both the map and the wireframes use a very simple method to lead you through each level. The game begins at point "A" on each level, then advances through the alphabet, to Area "B," then "C," and so on. It may seem somewhat confusing at first, but very quickly you'll find it second nature. Heck, you may even enhance your map reading skills in the process.

Good luck, and prepare for *Descent* . . .





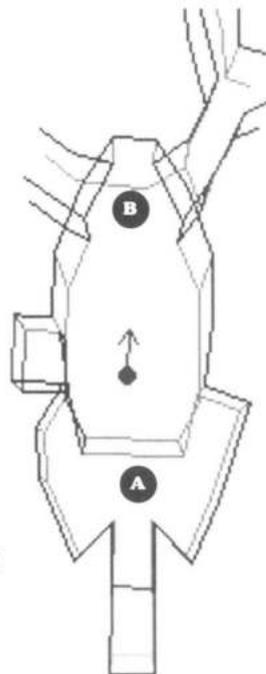
## The Story

We are in the future. The solar system has been industrialized with mining operations, military, and scientific outposts, and a spectacular variety of robots to “man” them. Unfortunately, something seems to have gone wrong with the robots, and now you’re being called before a highly-placed bureaucrat who’s ready to hand over an Israeli-made Pyro-Gk in order to have you “purge” the renegade robots on the inner planets, then go outward bound for your ultimate target, Pluto’s mining colony.

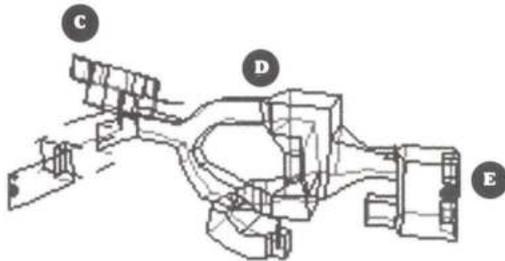
And no one is saying a thing about reinforcements. They do let you know, however, that the robots’ latest community project is an invasion of Earth.

The first stop on your journey is Lunar Outpost MN0012. All contact was lost with them two days ago but the robot infestation seems to be at a relatively low level. In order to scour the planet of robots, it will be necessary to blow the main reactor and it would be nice if you picked up the hostages first.

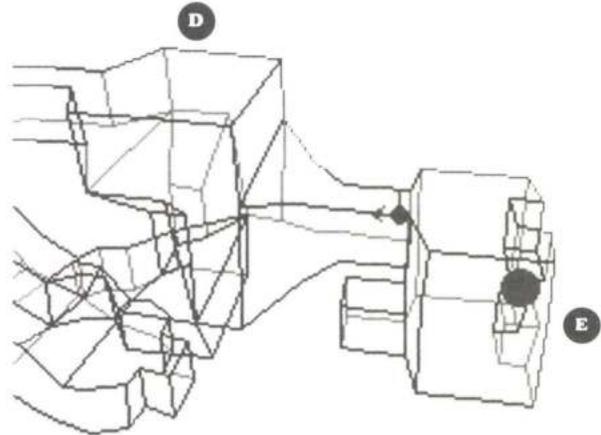
Prepare for *Descent* . . .



**Fig. 1-1.** Area A represents the starting point on this first level. Heading straight ahead, the Pyro next enters Area B.



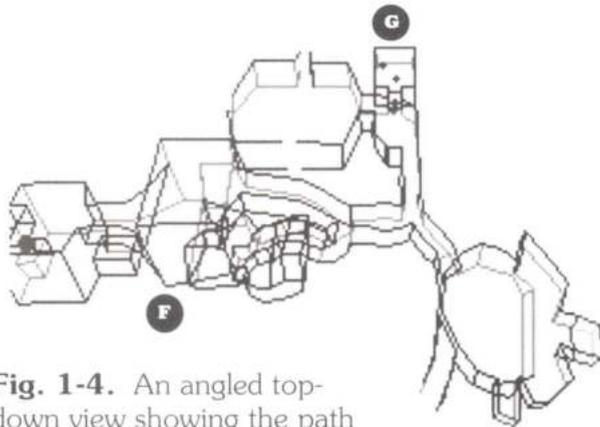
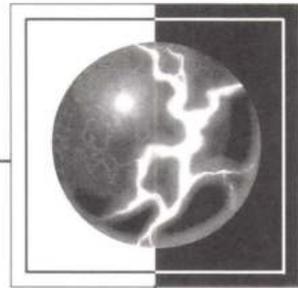
**Fig. 1-2.** A wireframe showing the progression—C to D to E—which leads the player to the Red Key.



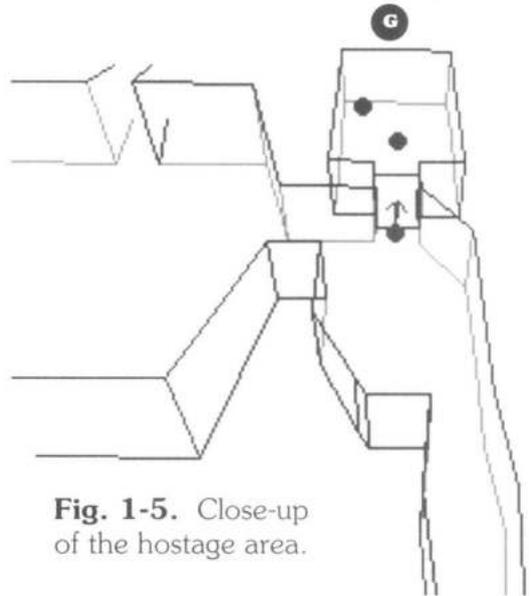
**Fig. 1-3.** Close-up of Areas D and E, with the Red Key clearly visible.



## LEVEL 1 Lunar Outpost

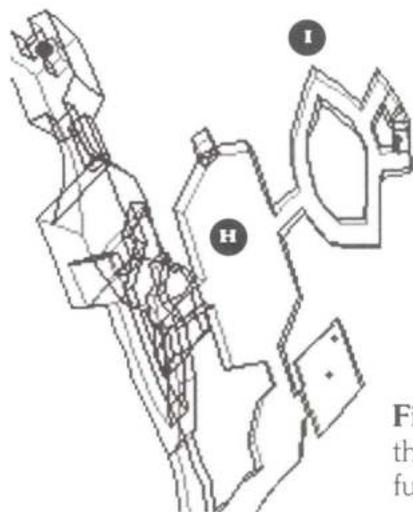
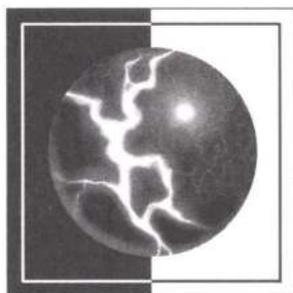


**Fig. 1-4.** An angled top-down view showing the path through Area F leading to Area G, the room where the hostages are being held. You've got to get there and pick them up before continuing with the mission.

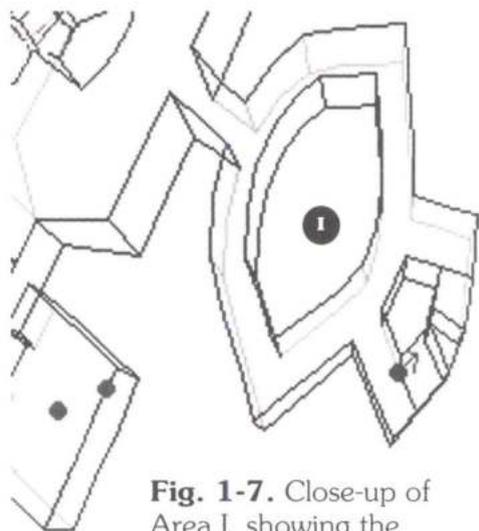


**Fig. 1-5.** Close-up of the hostage area.

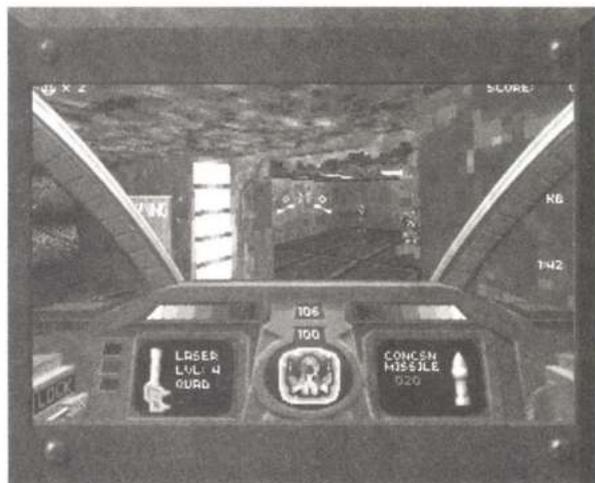




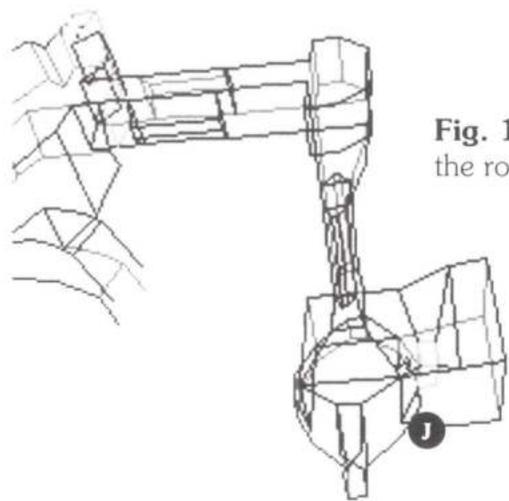
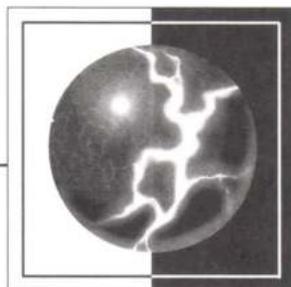
**Fig. 1-6.** Long shot of the route leading to the fuel storage area.



**Fig. 1-7.** Close-up of Area I, showing the fuel bay's location.

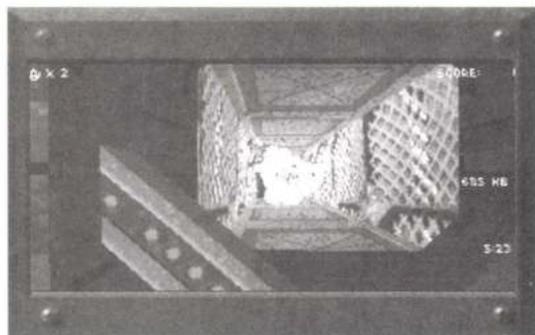
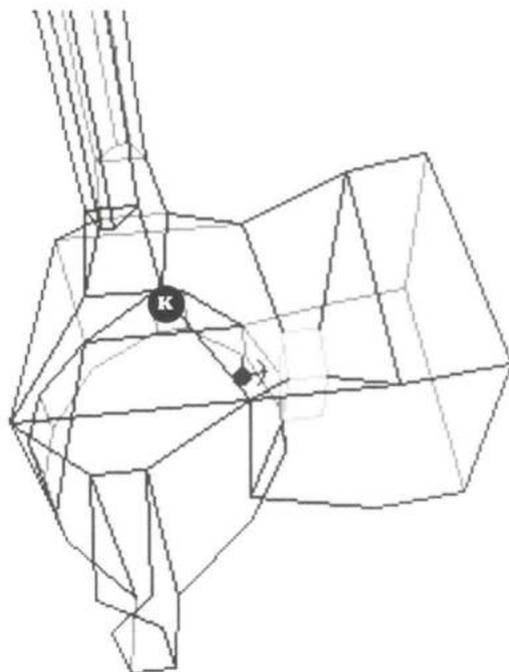


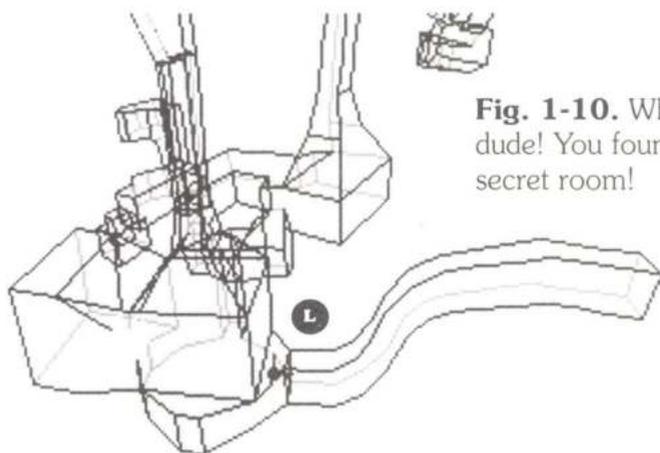
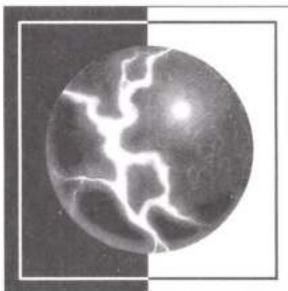
## LEVEL 1 Lunar Outpost



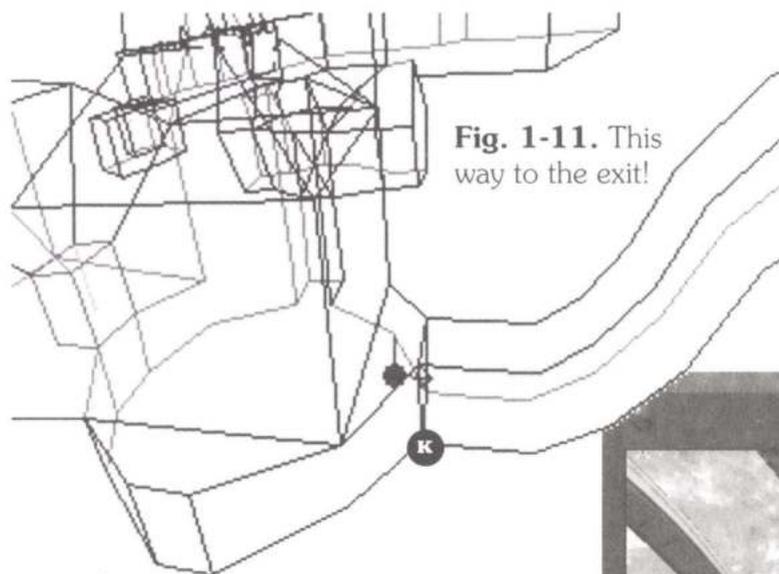
**Fig. 1-8.** Medium shot of the route to the Reactor.

**Fig. 1-9.** Going in tight, we can see the Reactor in Area K.





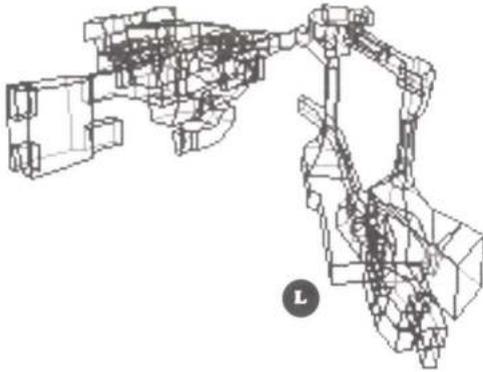
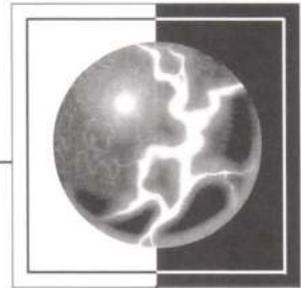
**Fig. 1-10.** Whoa, dude! You found a secret room!



**Fig. 1-11.** This way to the exit!



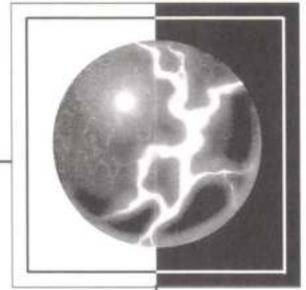
## LEVEL 1 Lunar Outpost



**Fig. 1-12.** An awesome side view of the entire level shows how complex even a minimal level of *Descent* can be.







## The Story

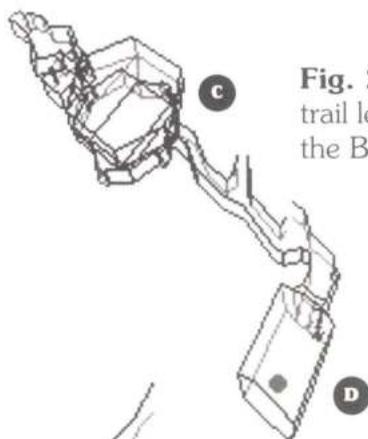
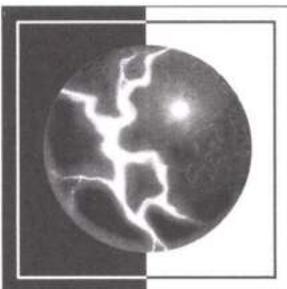
Next stop: the Lunar Scilab designated SL0007. Its robot infestation level is still relatively low, but navigation will prove considerably more challenging.

Prepare for *Descent* . . .

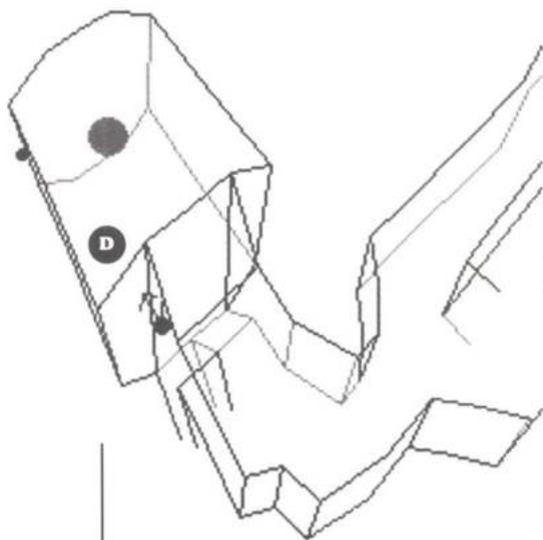


**Fig. 2-1.** Area A once again represents the point of departure for this level. Head straight to the intersection.



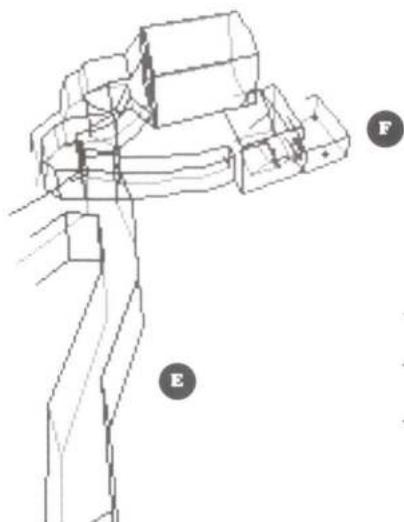
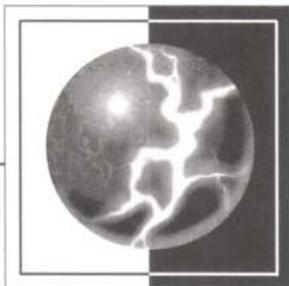


**Fig. 2-2.** A long shot of the trail leading through Area C to the Blue Key in Area D.

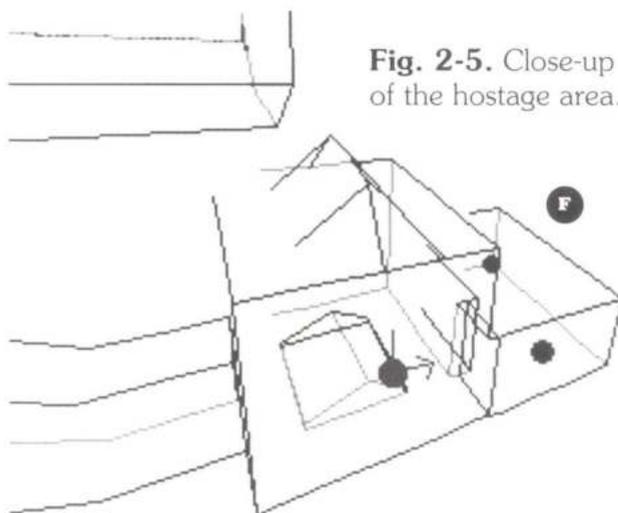


**Fig. 2-3.** Close-up of Area D which holds the Blue Key.



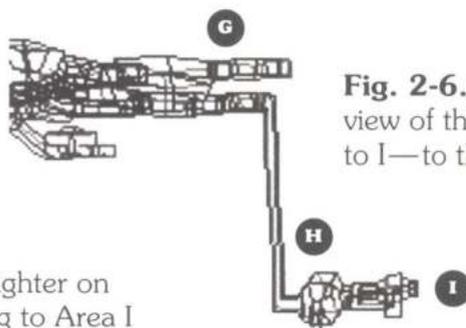
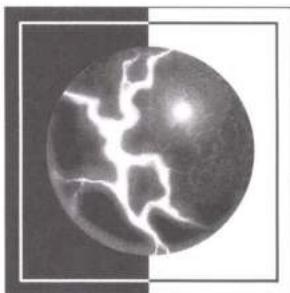


**Fig. 2-4.** An angled top-down view showing the path through Area E and toward Area F, where the hostages are imprisoned.

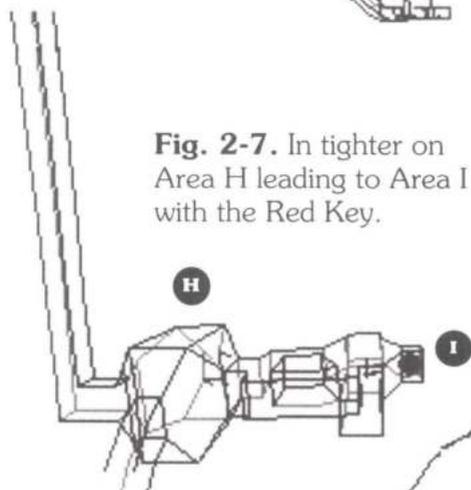


**Fig. 2-5.** Close-up of the hostage area.

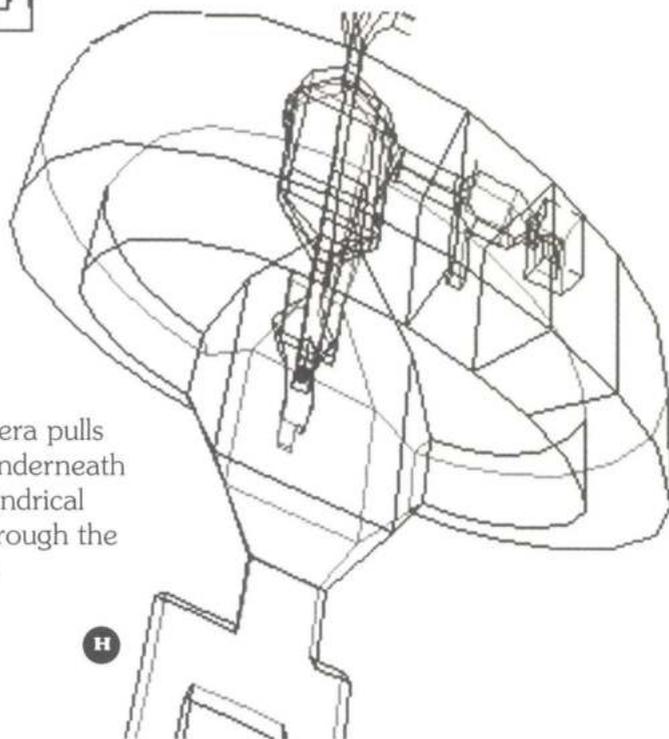




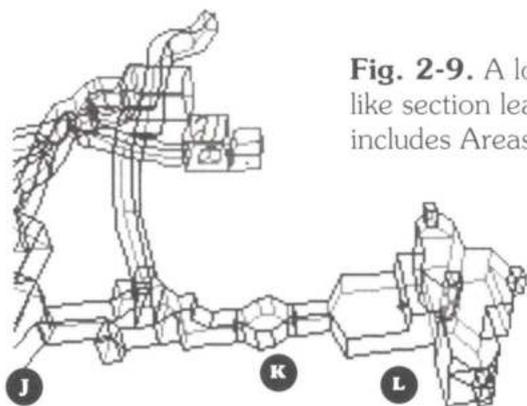
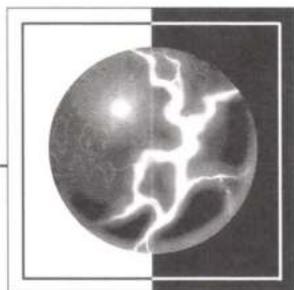
**Fig. 2-6.** An elaborate side view of the route—G to H to I—to the Red Key.



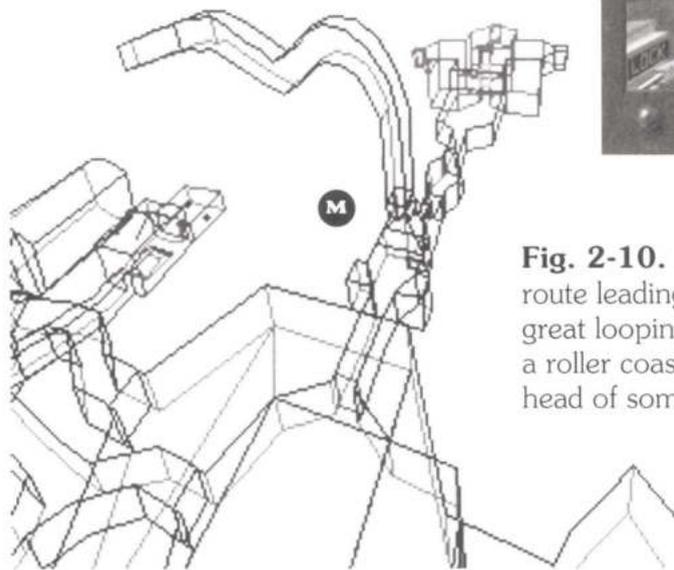
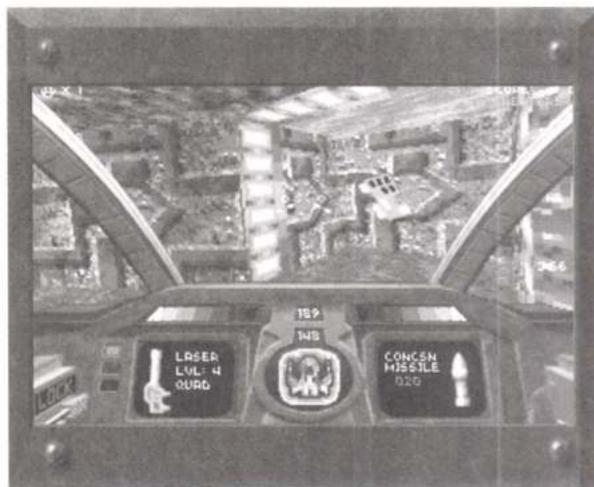
**Fig. 2-7.** In tighter on Area H leading to Area I with the Red Key.



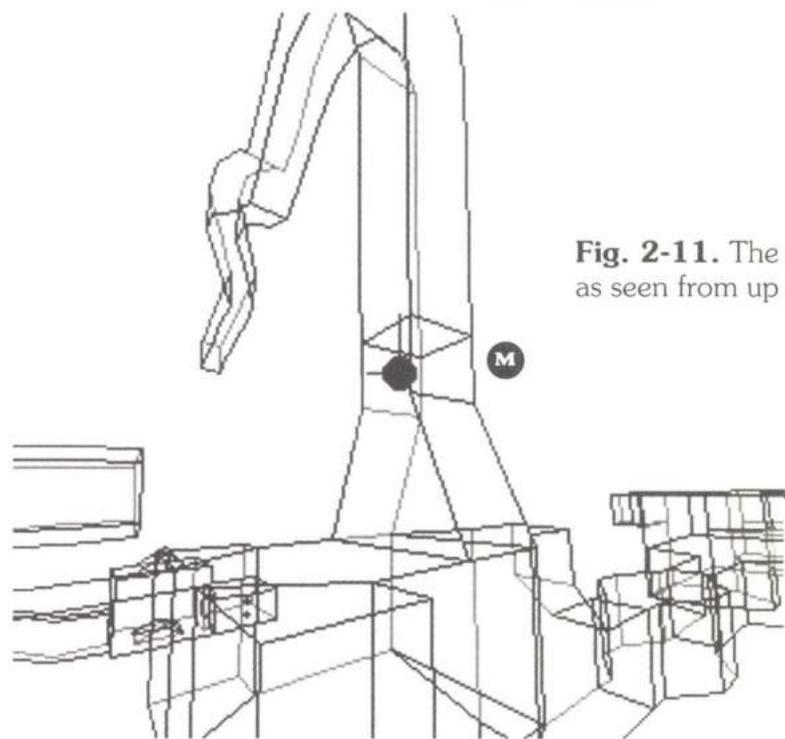
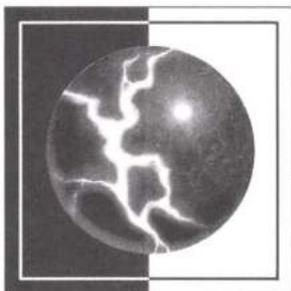
**Fig. 2-8.** The camera pulls in very tight from underneath Area H and the cylindrical band which runs through the core of this section.



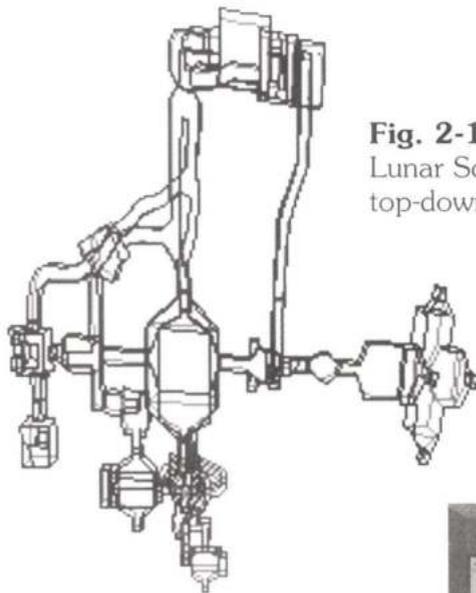
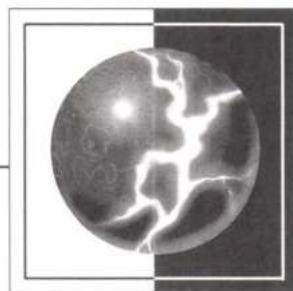
**Fig. 2-9.** A long shot of the arm-like section leading to the Reactor includes Areas J, K, and L.



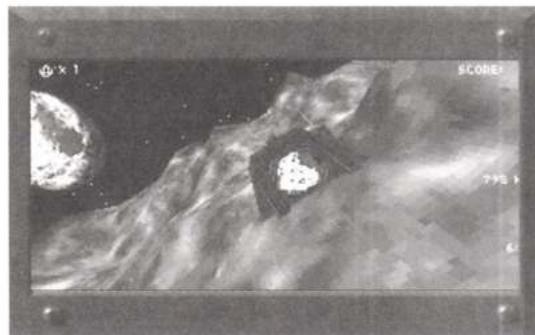
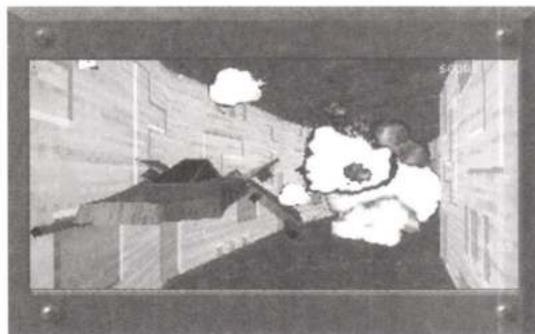
**Fig. 2-10.** Pull-away view of the route leading to the level exit. The great looping area looks a little like a roller coaster, or the neck and head of some great bird of prey.



**Fig. 2-11.** The exit area as seen from up close.

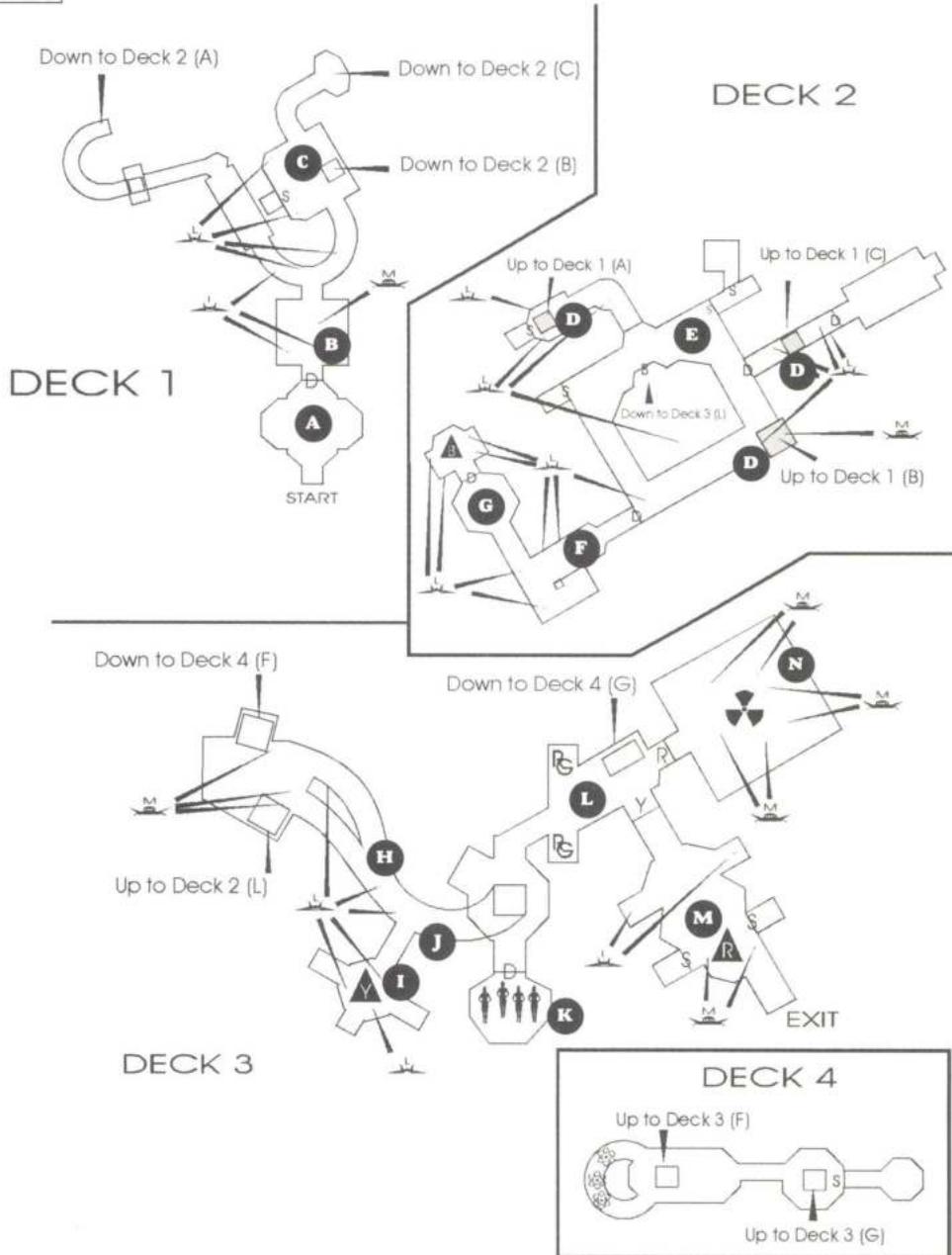


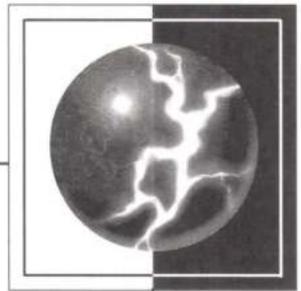
**Fig. 2-12.** Check out Lunar Scilab from a top-down perspective.





LEVEL 3 LUNAR MILITARY BASE

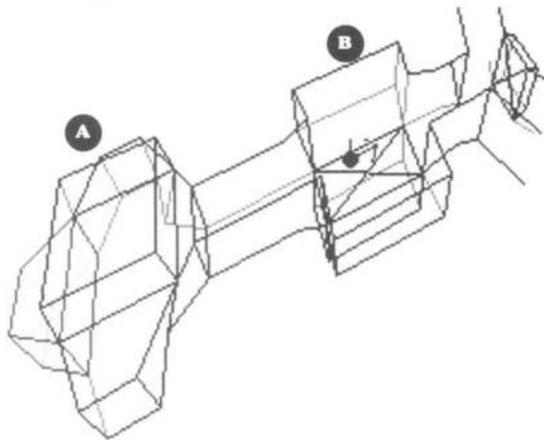




## The Story

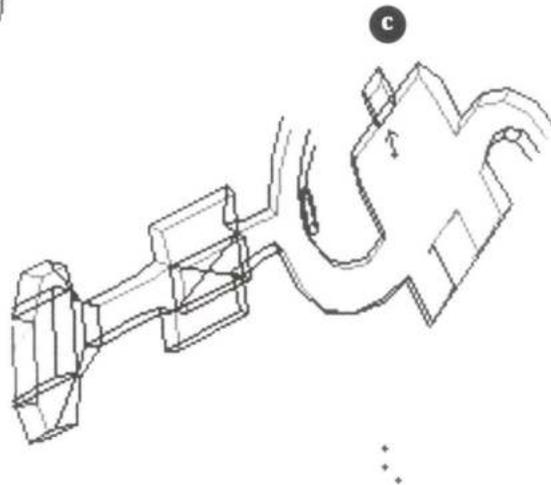
MA0331 is a Lunar Military Base with a serious robot infestation problem. Not only does intelligence indicate that the level of rogue robot activity is considerably higher than on earlier levels, but the layout of the base makes it a nightmare to navigate. It comprises four decks, and requires you to unlock all three color-coded doors, Red, Yellow, and Blue.

Prepare for *Descent* . . .



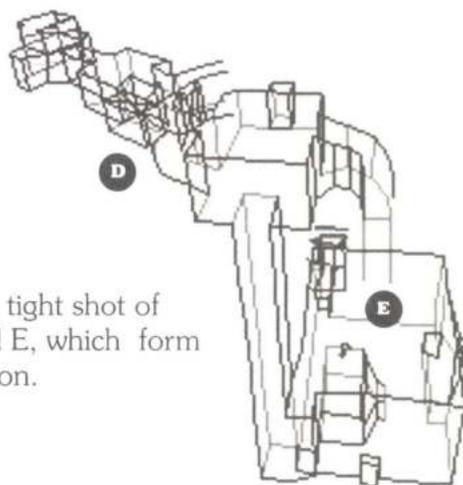
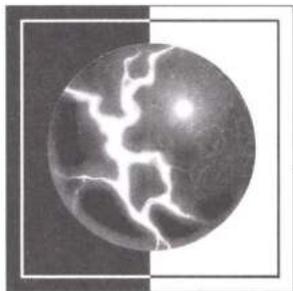
**Fig. 3-1.** The starting point showing views of A and B.

**Fig. 3-2.** The camera pulls back to reveal Area C, which is directly connected to Areas A and B, visible on the left side of the screen.

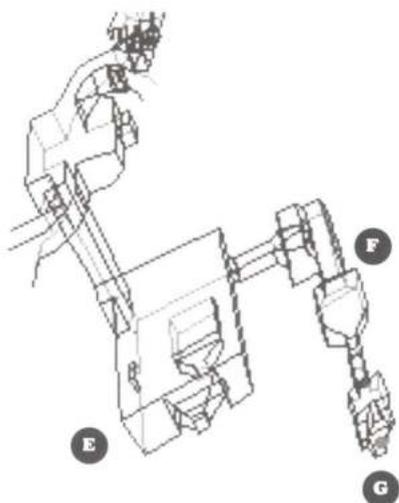
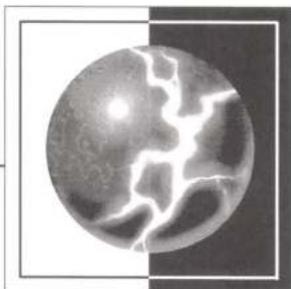


LEGEND												
Power	Reactor	Turner Down	Turner Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

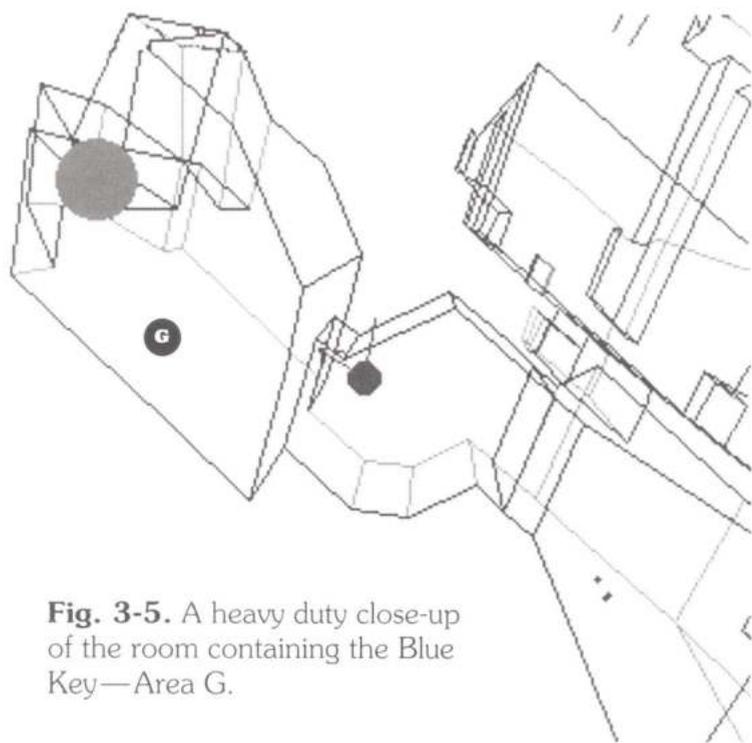
ROBOTS						
(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



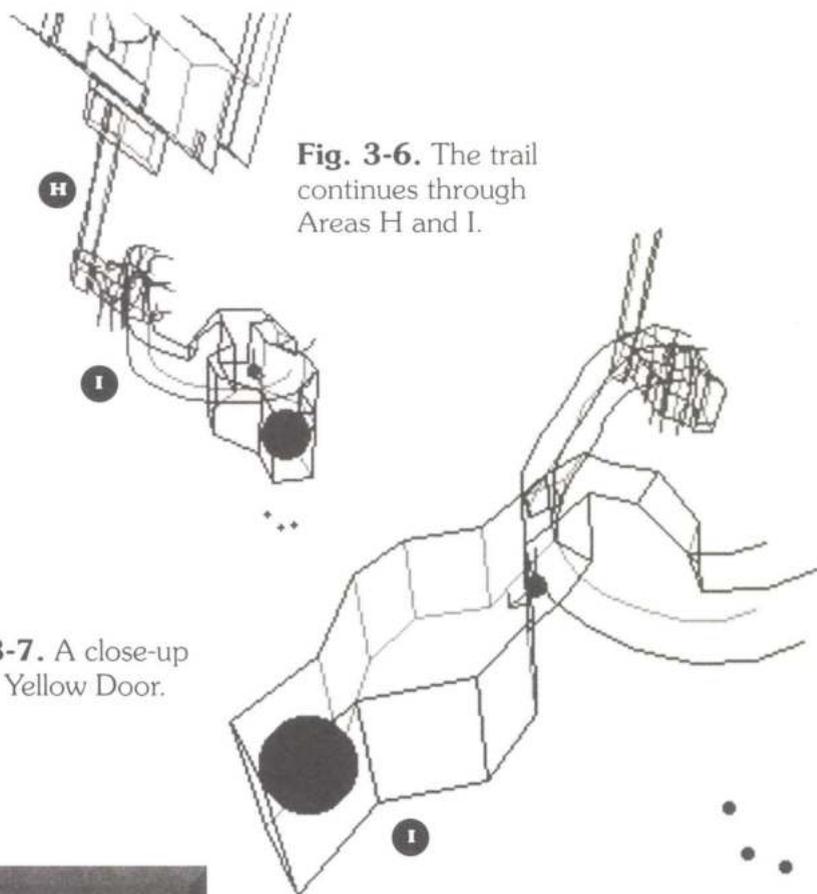
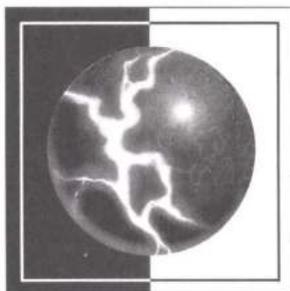
**Fig. 3-3.** A tight shot of Areas D and E, which form an intersection.



**Fig. 3-4.** Area D leads to Areas E, F and G, the latter of which holds the Blue Key.



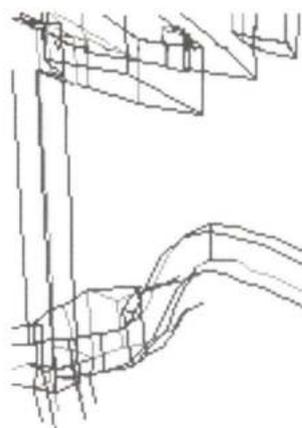
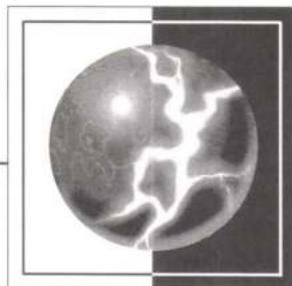
**Fig. 3-5.** A heavy duty close-up of the room containing the Blue Key—Area G.



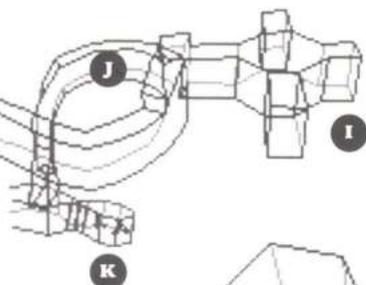
**Fig. 3-6.** The trail continues through Areas H and I.

**Fig. 3-7.** A close-up of the Yellow Door.

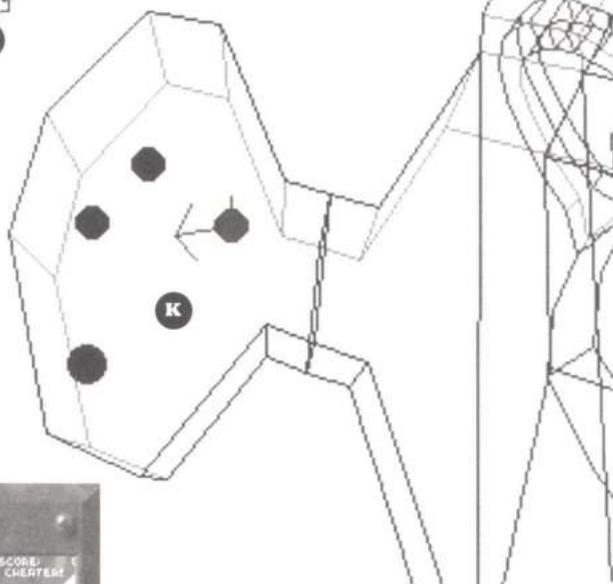


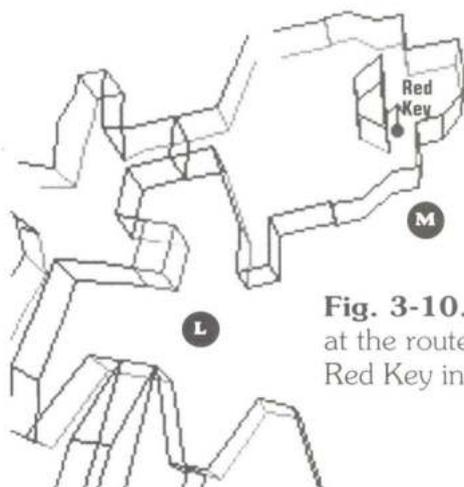
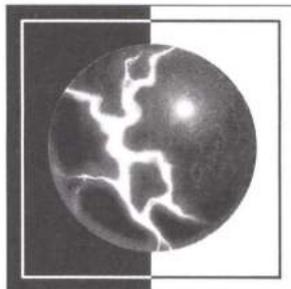


**Fig. 3-8.** The trail continues from right to left, through Areas I, J, and K, the latter of which contains the hostages.

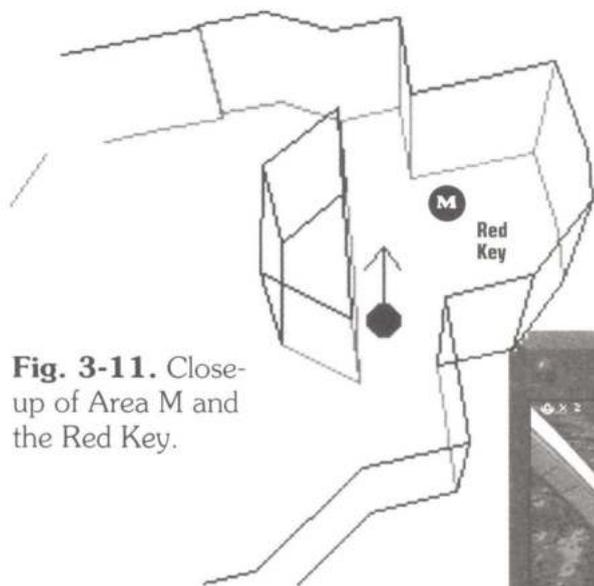


**Fig. 3-9.** A close-up of Area K, which holds the hostages.

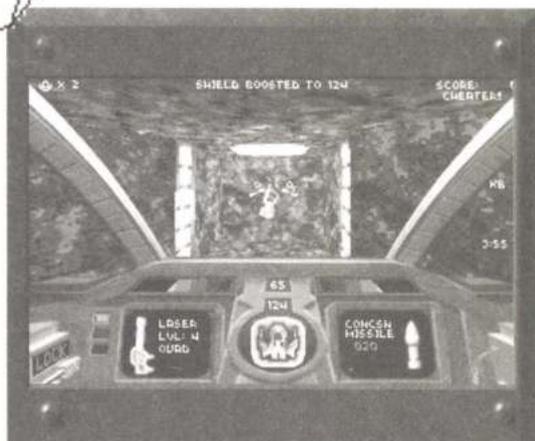


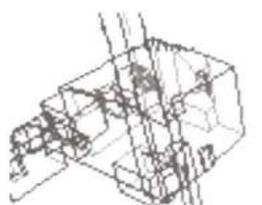
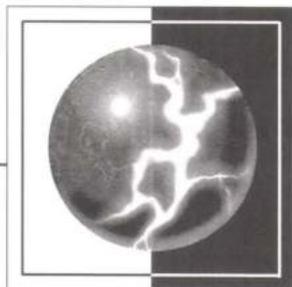


**Fig. 3-10.** Pull-away look at the route leading to the Red Key in Area M.

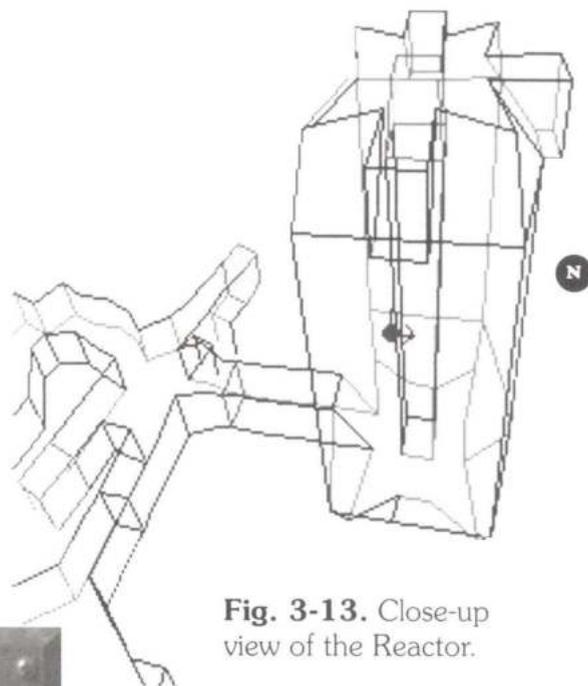
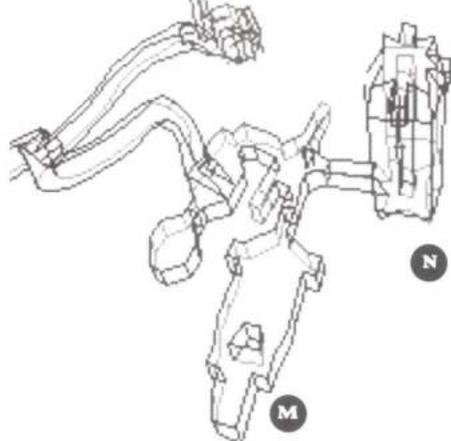


**Fig. 3-11.** Close-up of Area M and the Red Key.



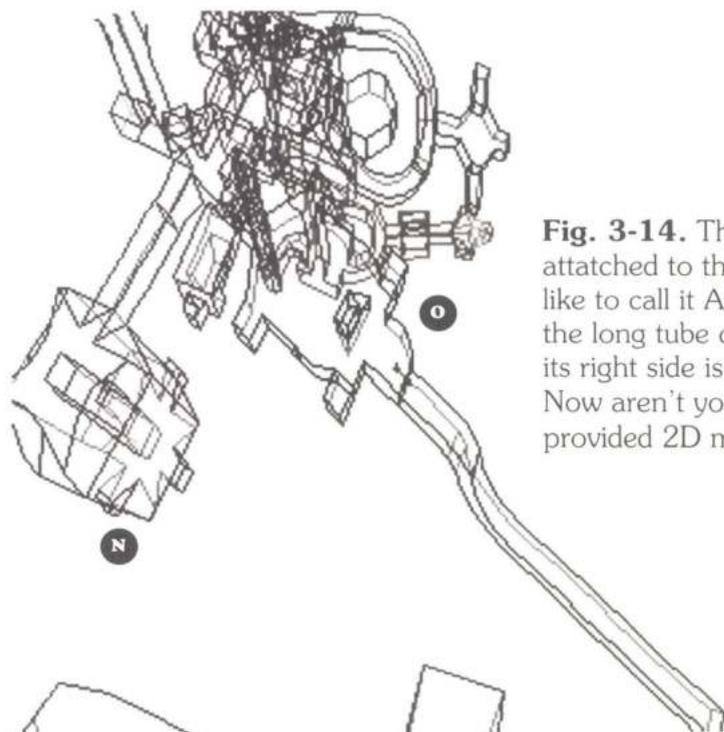
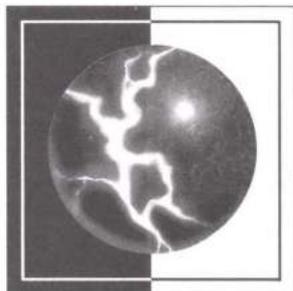


**Fig. 3-12.** Pull-away view of the Reactor in Area N.

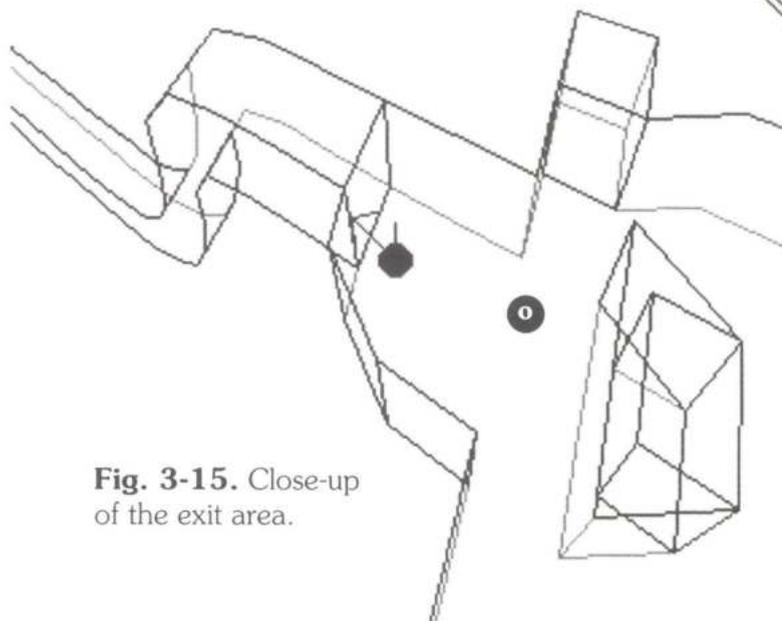


**Fig. 3-13.** Close-up view of the Reactor.



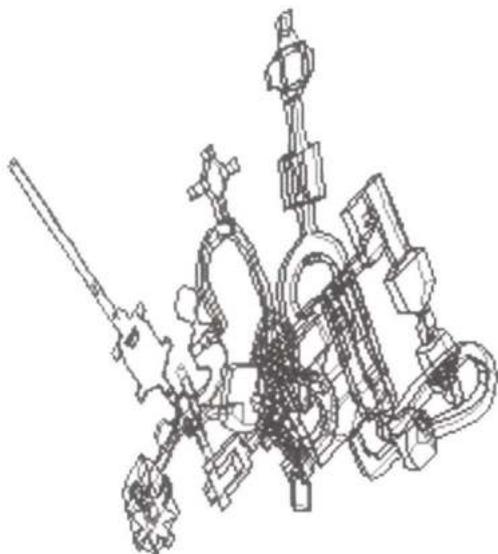
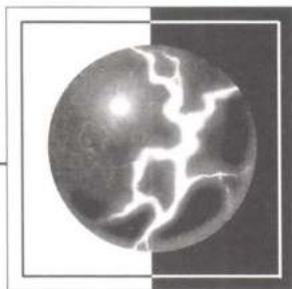


**Fig. 3-14.** This is what's attached to the Reactor. We like to call it Area O, and the long tube connected to its right side is the exit tube. Now aren't you glad we also provided 2D maps?

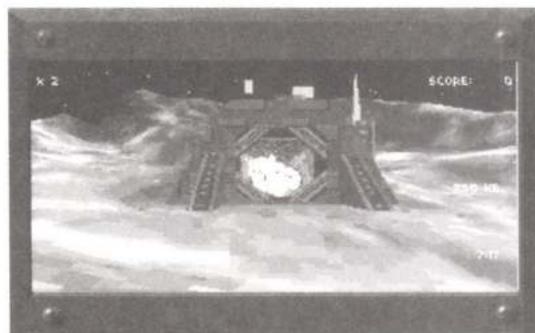
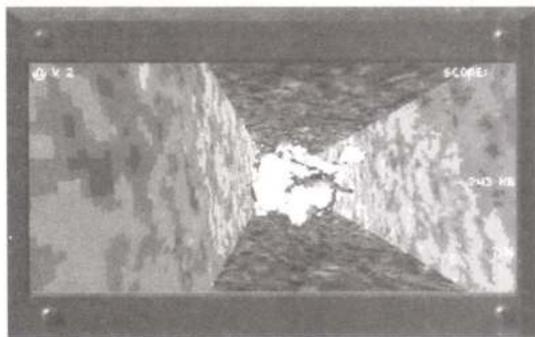


**Fig. 3-15.** Close-up of the exit area.

## LEVEL 3 Lunar Military Base

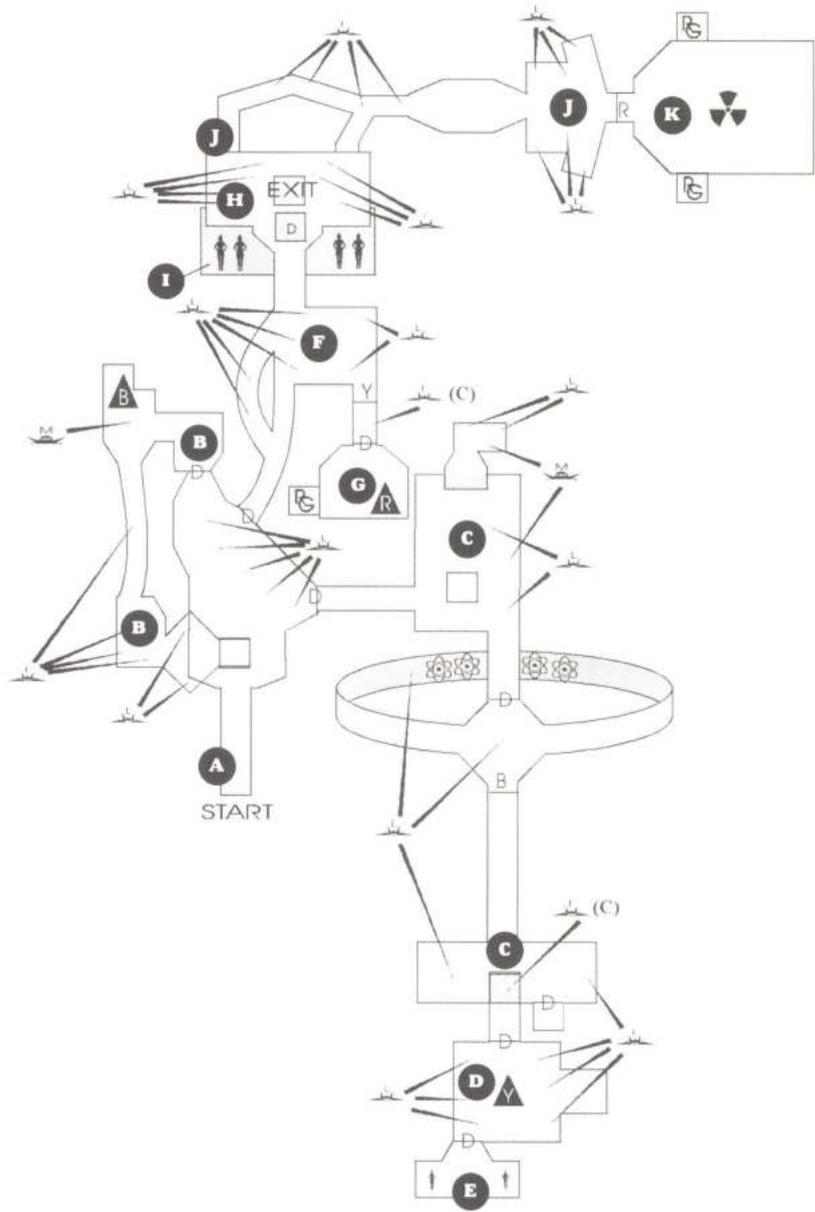


**Fig. 3-16.** The entire third level as seen from underneath the vast structure.





## LEVEL 4 VENUS ATMOSPHERE LAB



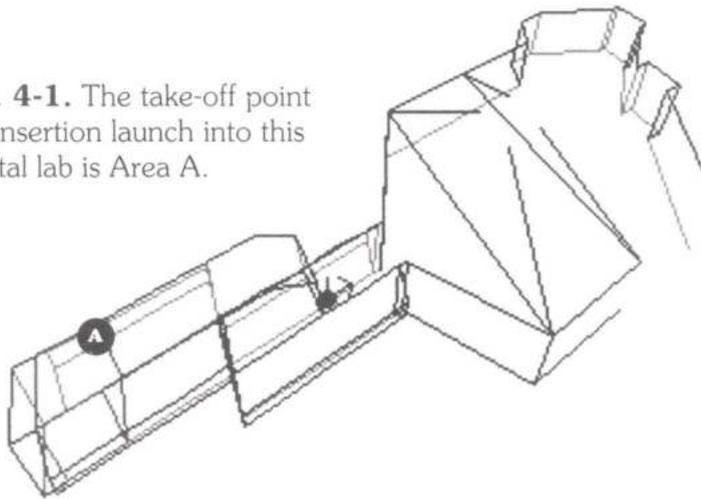


## The Story

The next stop on this leapfrog mission through the solar system takes you to Venus Atmosphere Lab, an orbiting station also known as McQuarrie.

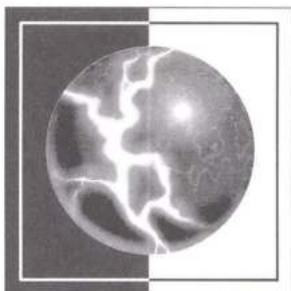
Prepare for *Descent* . . .

**Fig. 4-1.** The take-off point for insertion launch into this orbital lab is Area A.

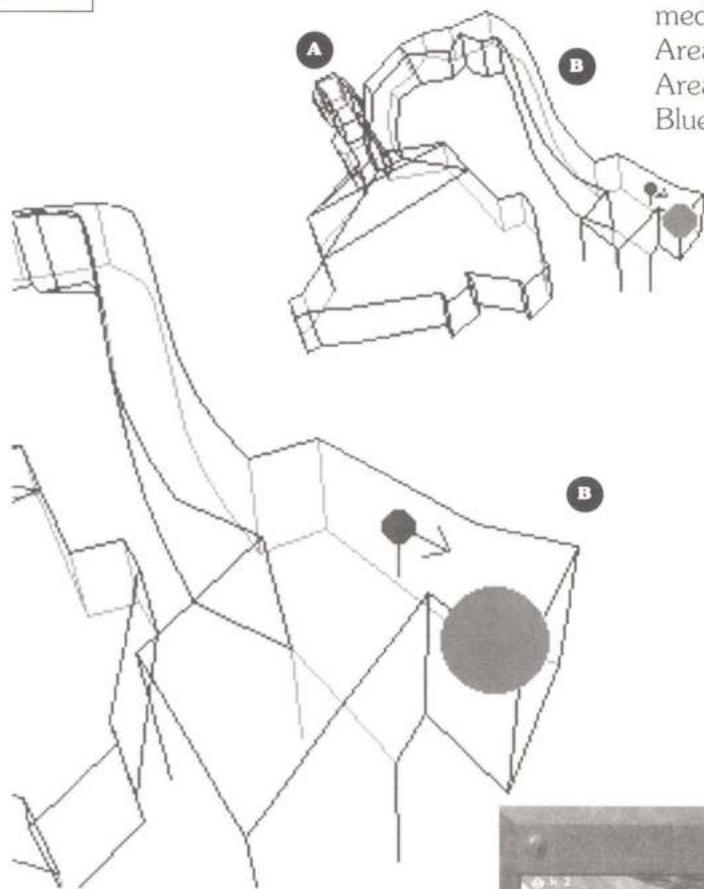


LEGEND												
Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

ROBOTS						
(C)	x 4	L	M	H	VH	★
Cloaked	Amount	Low Threat	Medium Threat	High Threat	Very High Threat	Boss

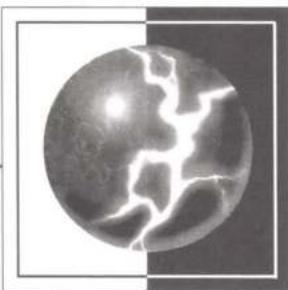


**Fig. 4-2.** A pull-away medium shot shows how Area A branches off into Area B, leading to the Blue Key.

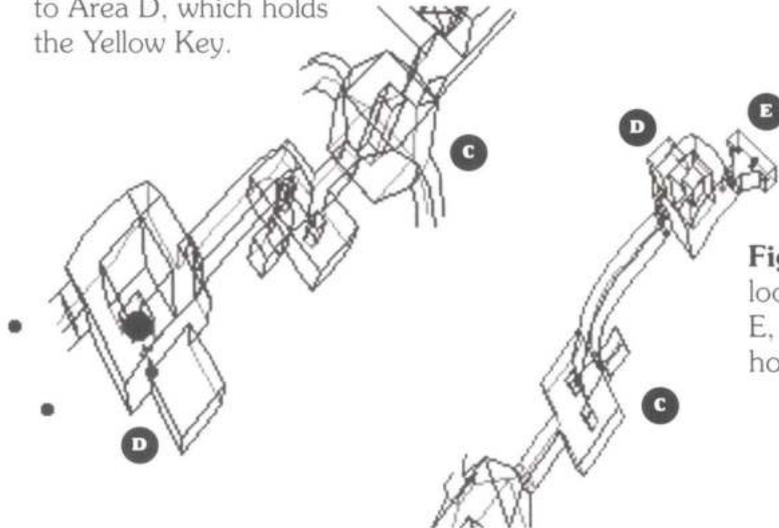


**Fig. 4-3.** A close-up of the Blue Key in Area B.

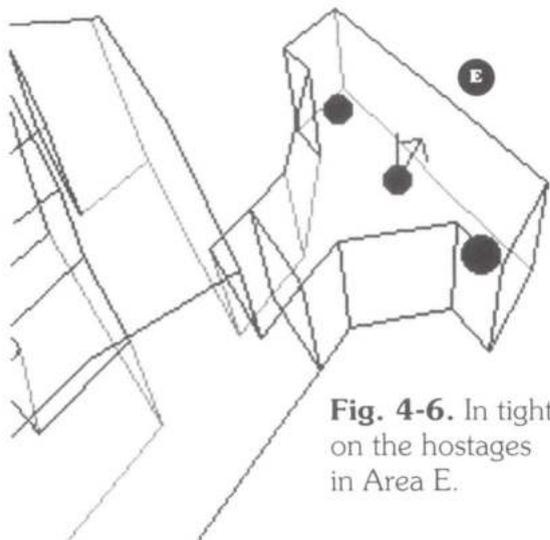




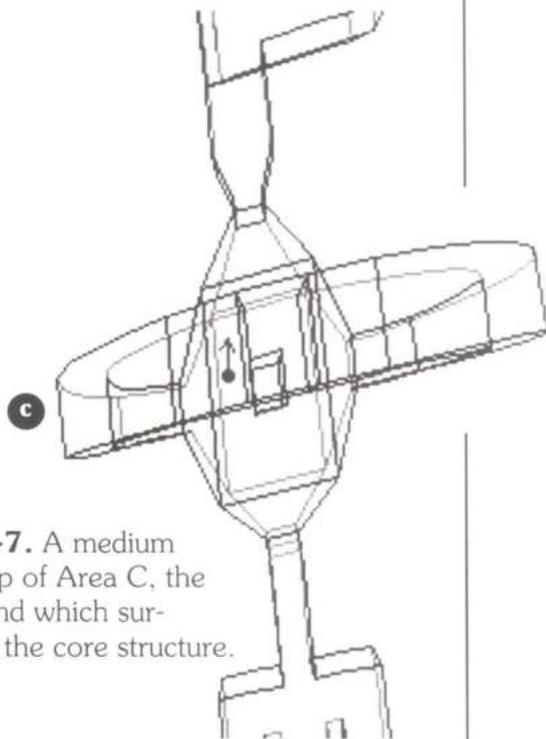
**Fig. 4-4.** Area C leads to Area D, which holds the Yellow Key.



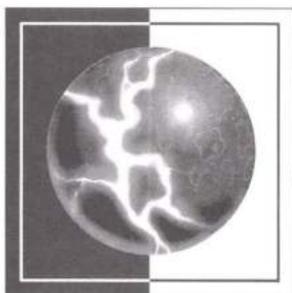
**Fig. 4-5.** A bottom-up look at Areas C, D, and E, which is where the hostages await.



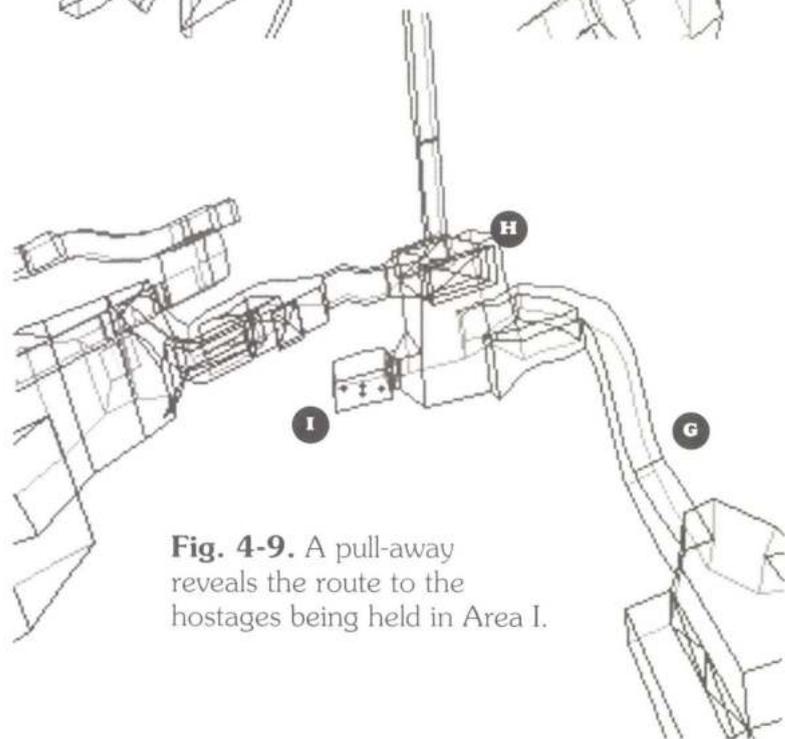
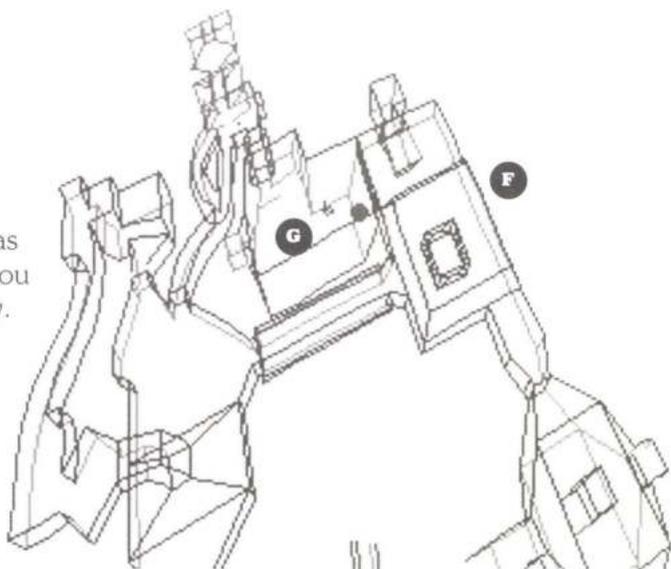
**Fig. 4-6.** In tight on the hostages in Area E.



**Fig. 4-7.** A medium close-up of Area C, the fuel band which surrounds the core structure.

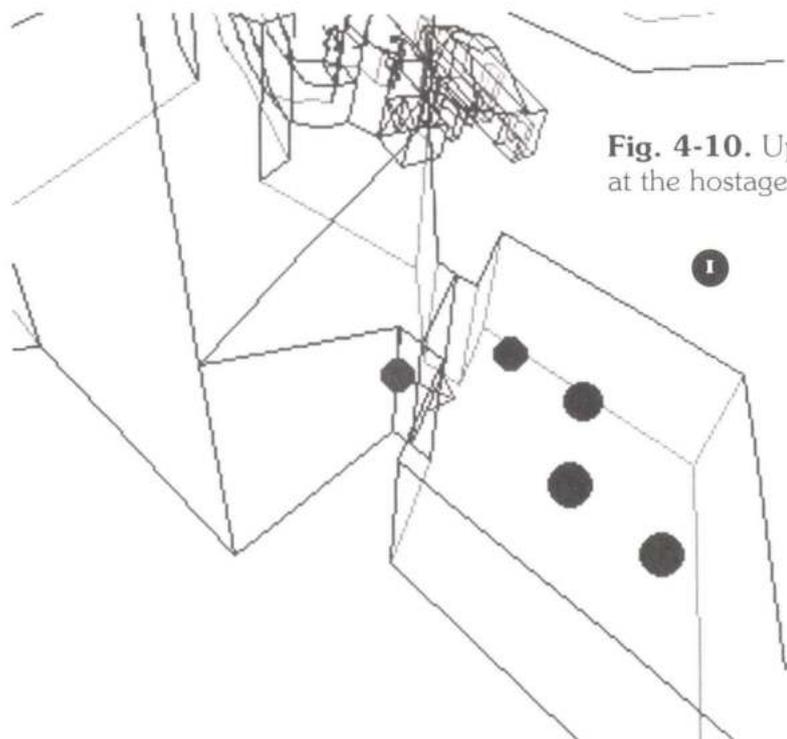
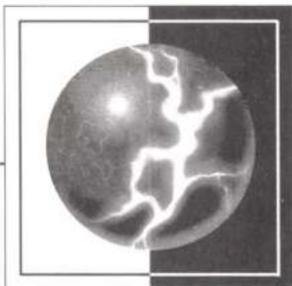


**Fig. 4-8.** Areas F and G lead you to the Red Key.



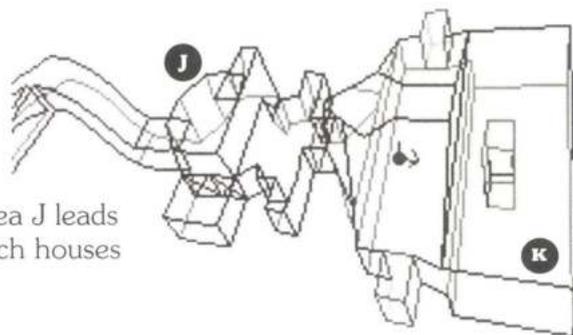
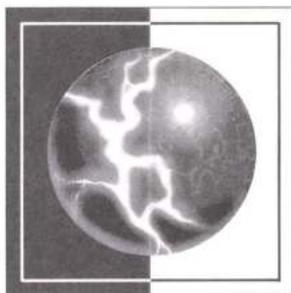
**Fig. 4-9.** A pull-away reveals the route to the hostages being held in Area I.

## LEVEL 4 Venus Atmosphere Lab

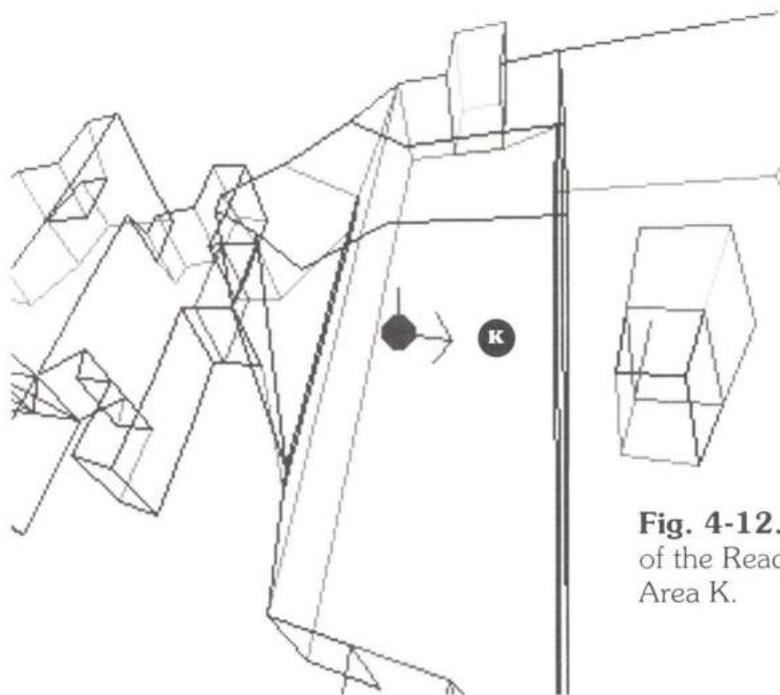


**Fig. 4-10.** Up close look at the hostages in Area I.



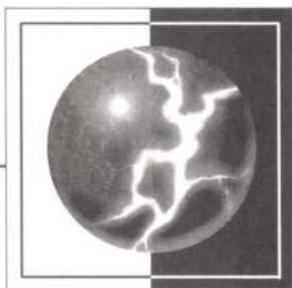


**Fig. 4-11.** Area J leads to Area K, which houses the Reactor.

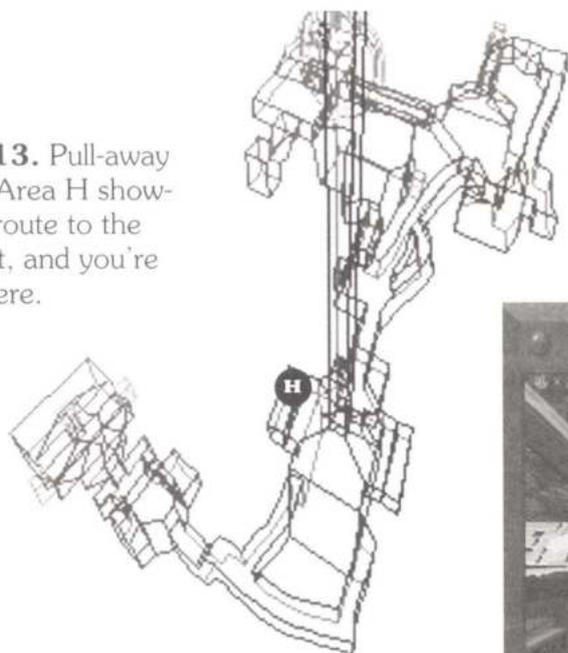


**Fig. 4-12.** Close-up of the Reactor in Area K.

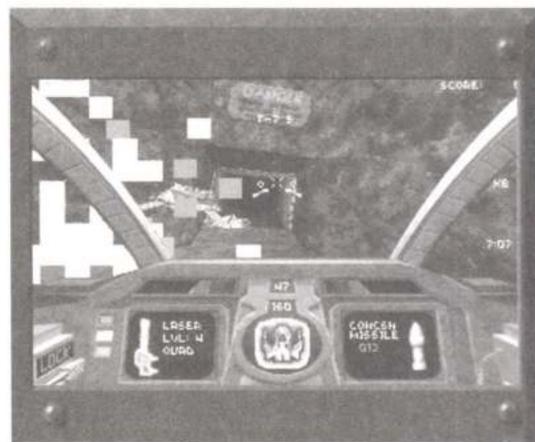
## LEVEL 4 Venus Atmosphere Lab



**Fig. 4-13.** Pull-away view of Area H showing the route to the level exit, and you're outta there.



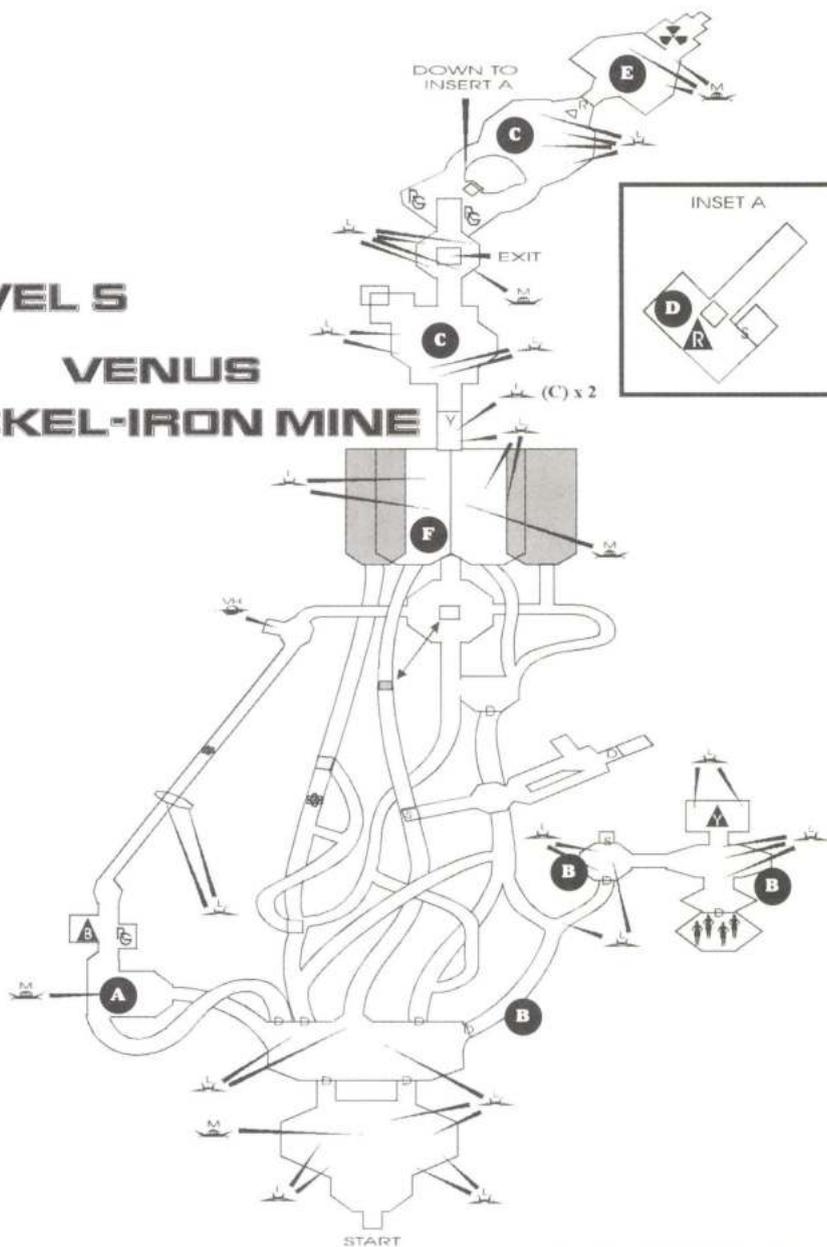
**Fig. 4-14.** Side view of the Venus Atmosphere Lab.



# DESCENT The Official Strategy Guide



## LEVEL 5 VENUS NICKEL-IRON MINE

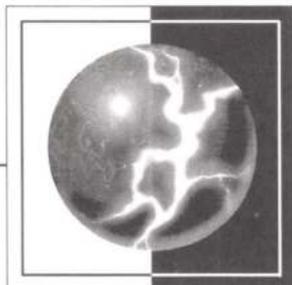


**LEGEND**

Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

**ROBOTS**

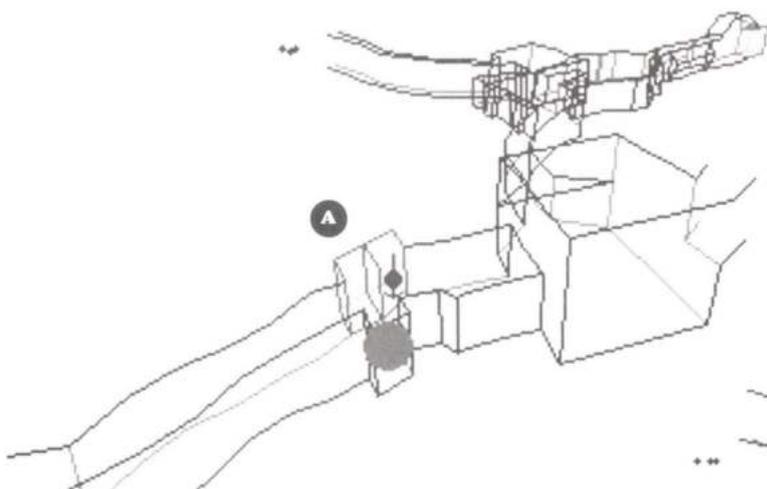
(C)	x 4	L	M	H	VH	★
Cloaked	Amount	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



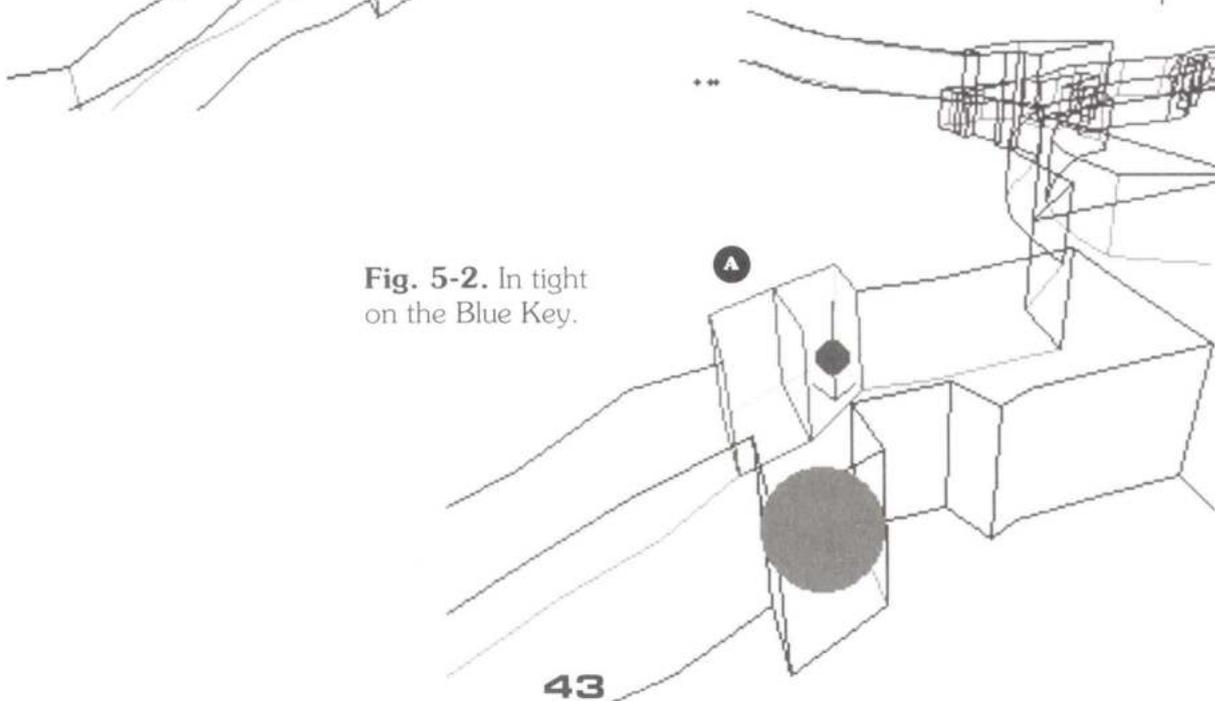
## The Story

Now they want you to rendezvous at the Nickel-Iron Mine MN0101 where intelligence has wonderful news for you: the robots here possess upgraded weaponry. Doesn't that make you feel better?

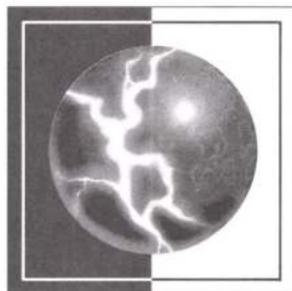
Prepare for *Descent* . . .



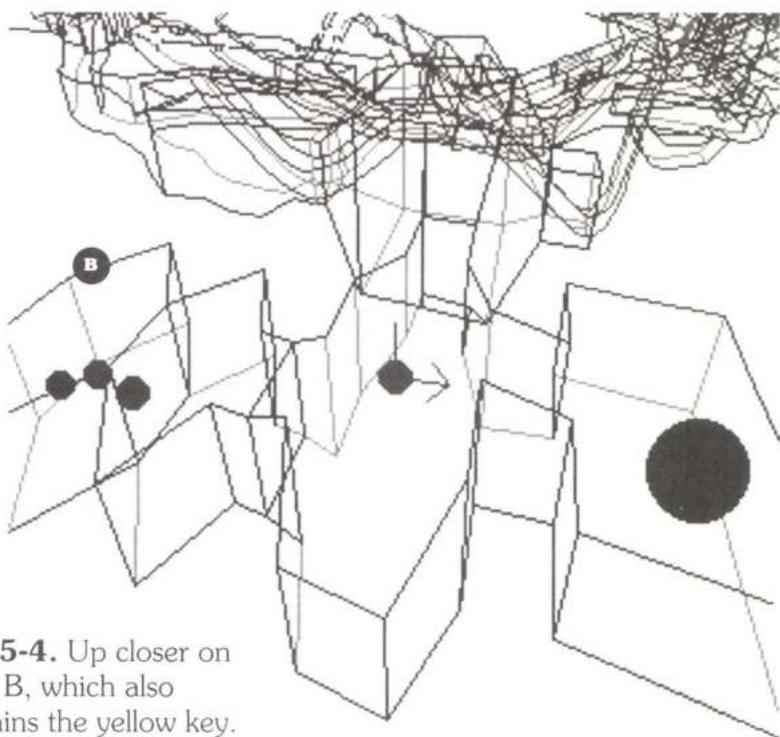
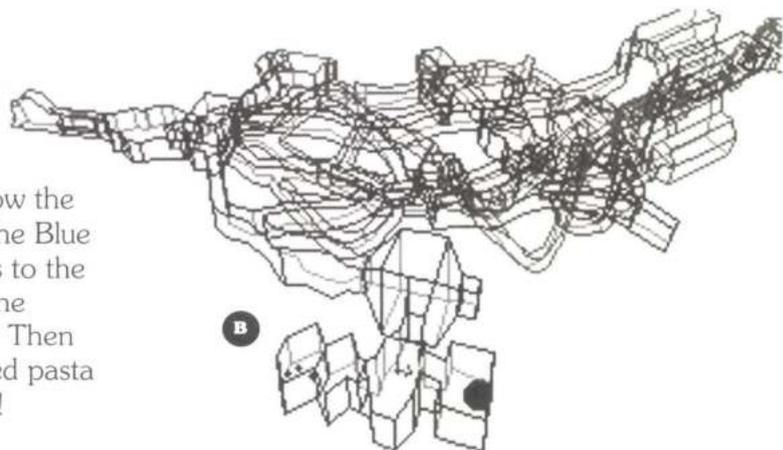
**Fig. 5-1.** Shoot past the starting point to Area A, home of the Blue Key.



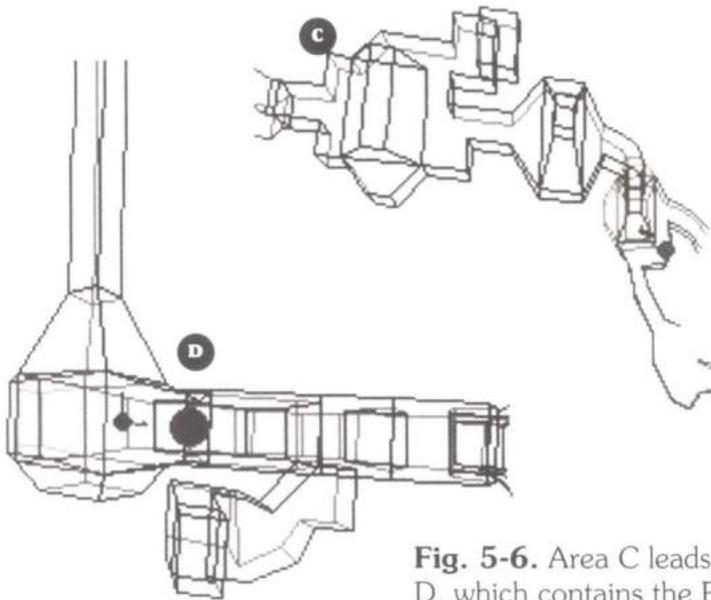
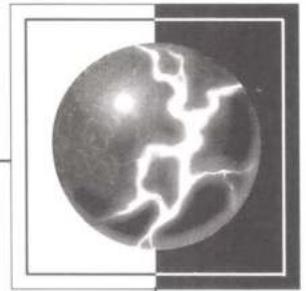
**Fig. 5-2.** In tight on the Blue Key.



**Fig. 5-3.** Note how the room containing the Blue Key (Area A) leads to the room containing the hostages (Area B). Then note all that tangled pasta in the background!



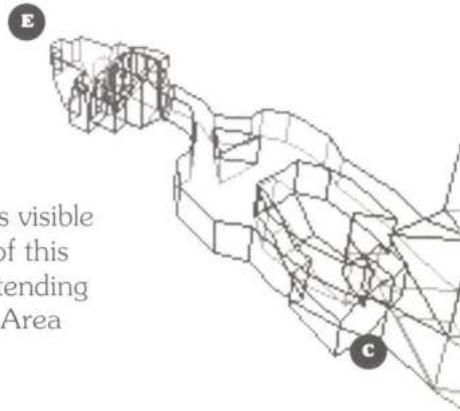
**Fig. 5-4.** Up closer on Area B, which also contains the yellow key.



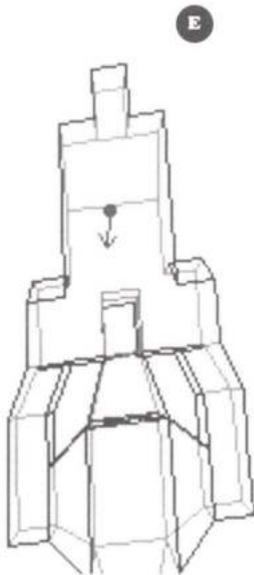
**Fig. 5-5.** We now move on to Area C, which leads to the Red Key.

**Fig. 5-6.** Area C leads to Area D, which contains the Red Key, seen here in a side view.

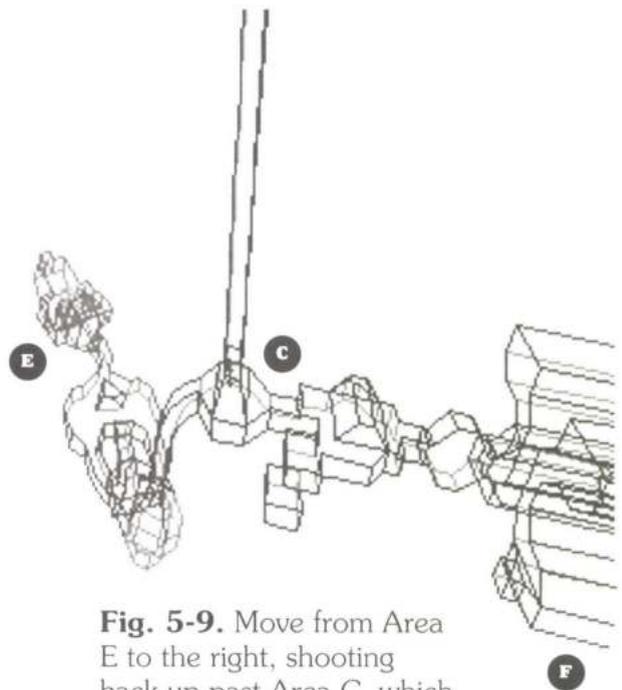




**Fig. 5-7.** Part of Area C is visible at the extreme right edge of this wireframe, with Area E extending out into the distance. This Area contains the Reactor.

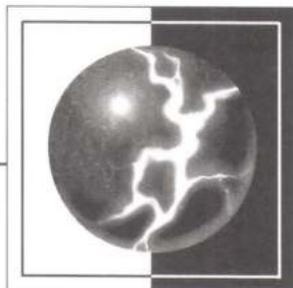


**Fig. 5-8.** Top-down close-up of the Reactor in Area E.

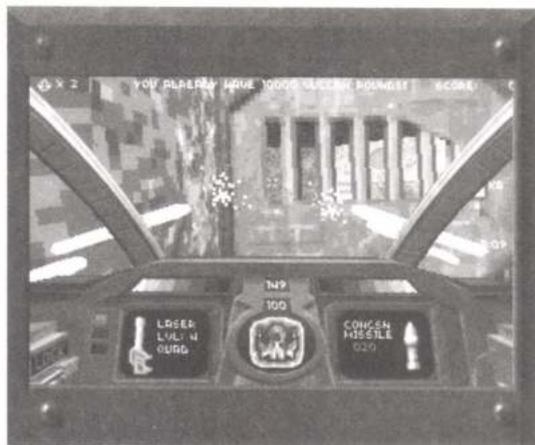
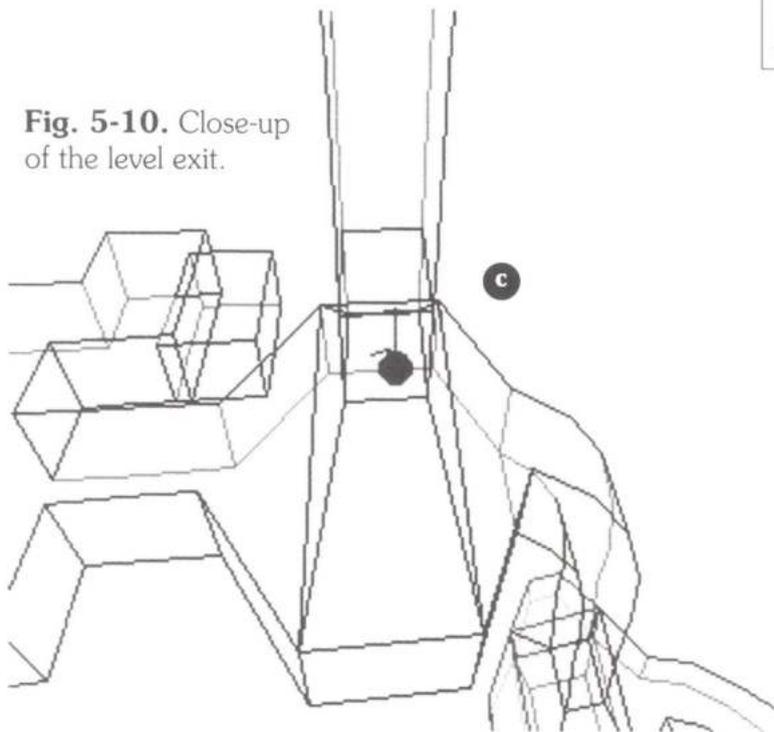


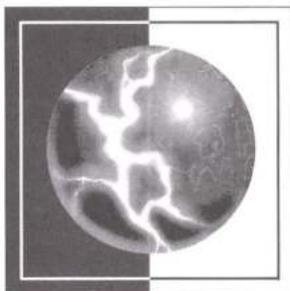
**Fig. 5-9.** Move from Area E to the right, shooting back up past Area C, which contains the level exit.

## LEVEL 5 Venus Nickel-Iron Mine

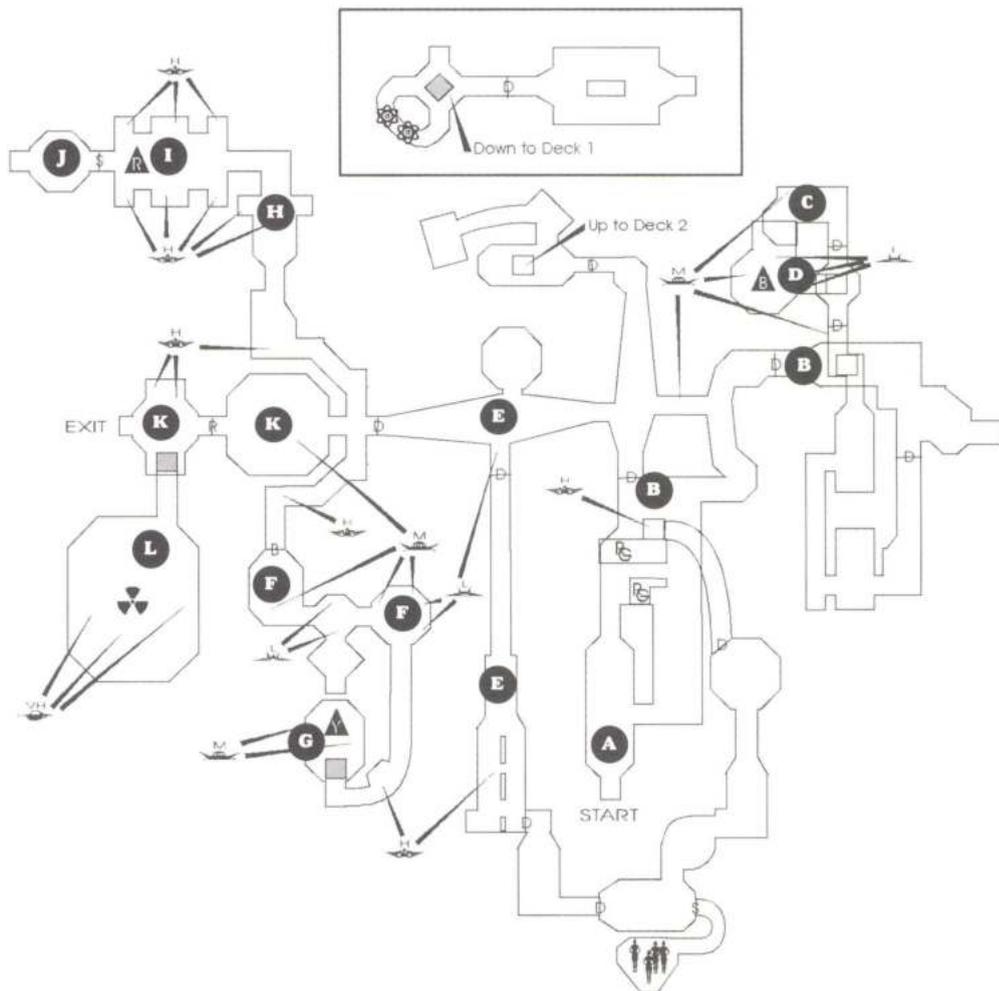


**Fig. 5-10.** Close-up of the level exit.





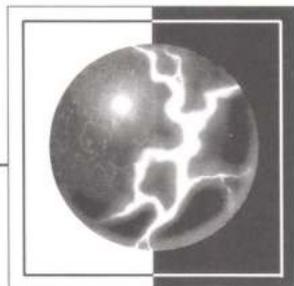
## LEVEL 6 - MERCURY SOLAR LAB



LEGEND												
Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Reactor Door	Blue Key	Yellow Key	Red Key	Hostage

### ROBOTS

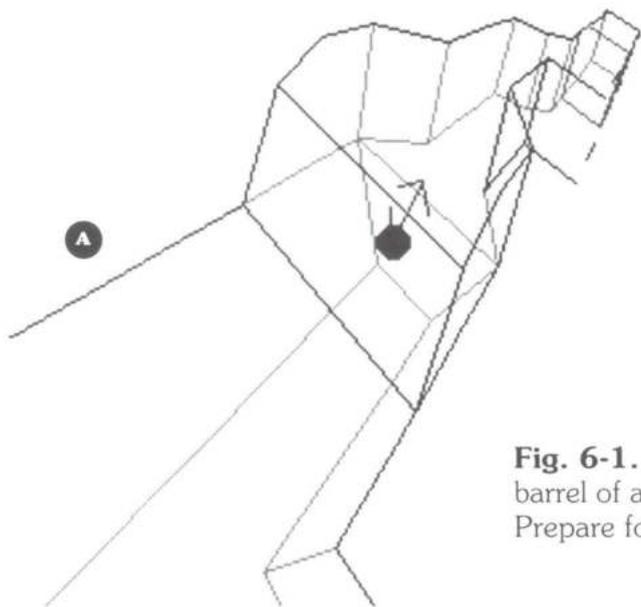
(C)	x 4					
Cloaked	Amount	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



## The Story

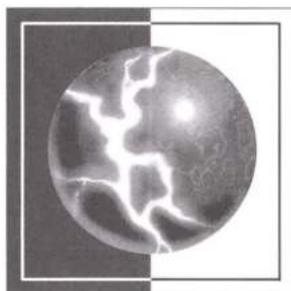
Now it's time to move along to the next target: a solar research mine that's hot in more ways than one. Not only is it orbiting a sun, it is also virtually choking on renegade robots. Fortunately, this is essentially a single-level environment. Deck 1 is a small area at the north end of the lab, but most of the action takes place on Deck 2.

Prepare for *Descent* . . .

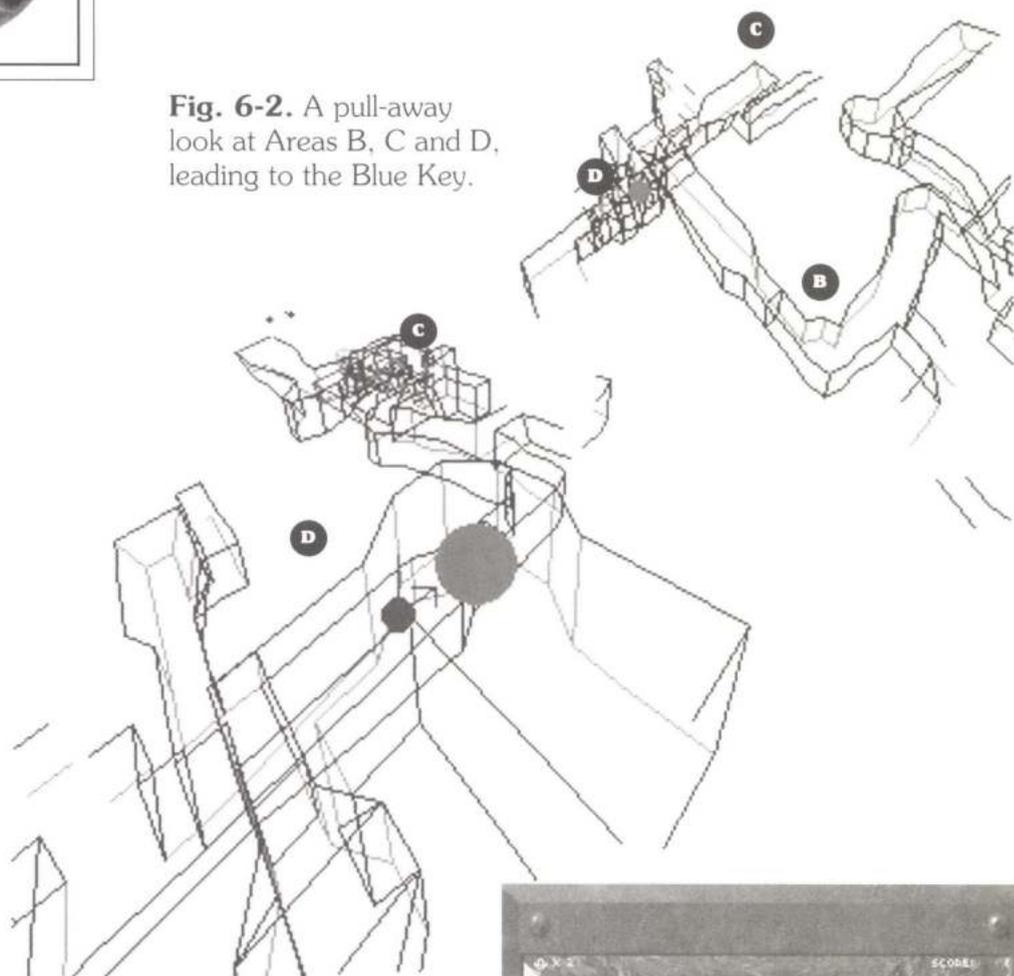


**Fig. 6-1.** A look down the barrel of a launch tube.

Prepare for *Descent* . . .



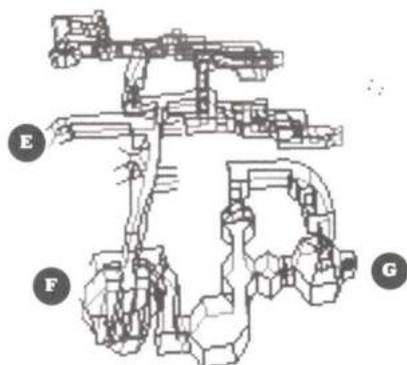
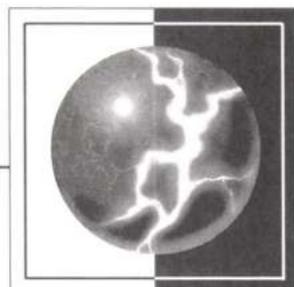
**Fig. 6-2.** A pull-away look at Areas B, C and D, leading to the Blue Key.



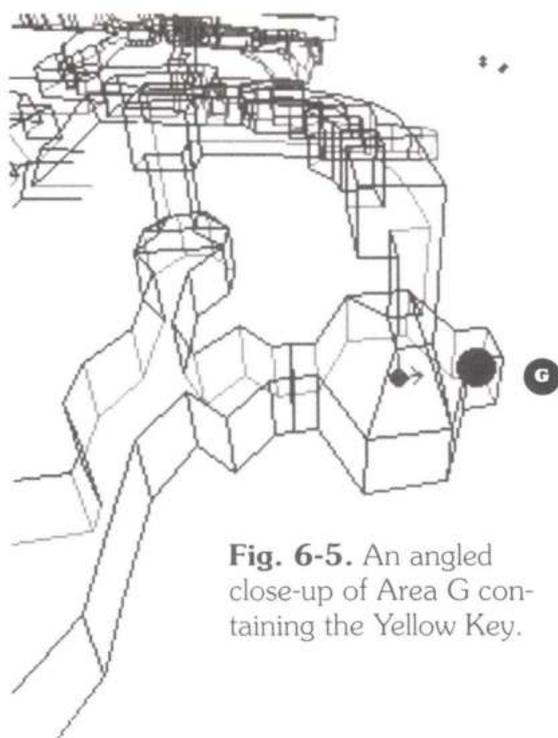
**Fig. 6-3.** A close-up look at the Blue Key.



## LEVEL 6 Mercury Solar Lab

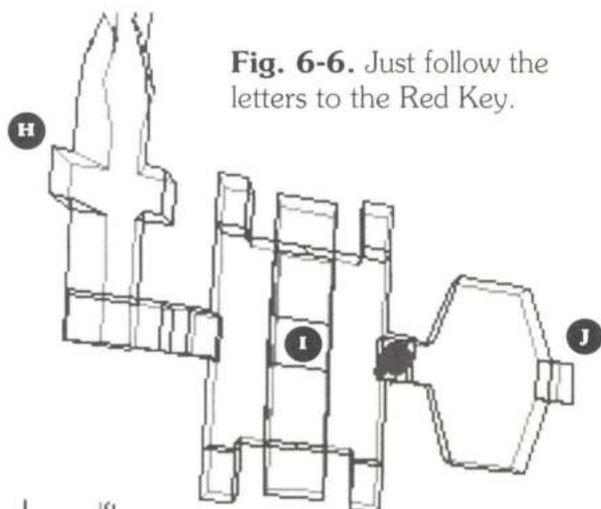
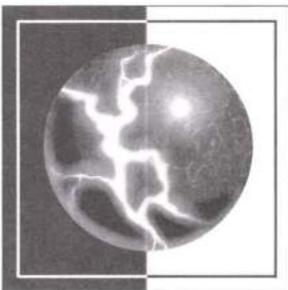


**Fig. 6-4.** A pull-away look at the road to the Yellow Key.

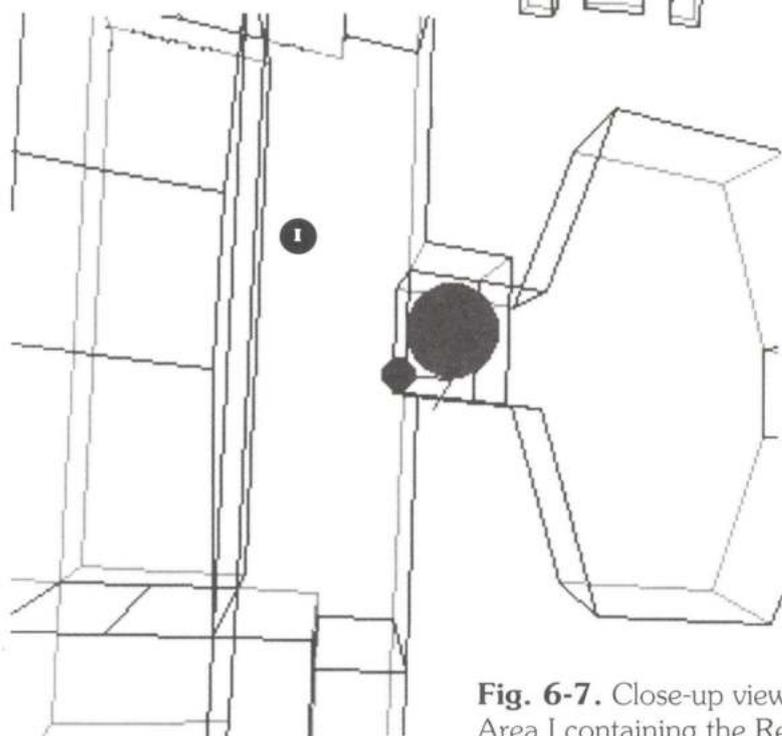


**Fig. 6-5.** An angled close-up of Area G containing the Yellow Key.



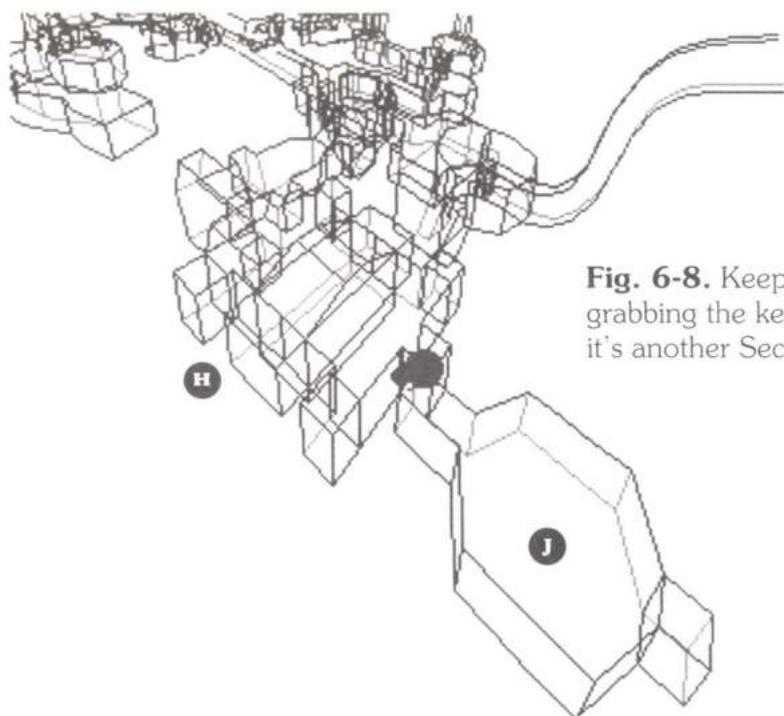
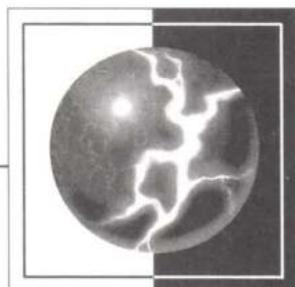


**Fig. 6-6.** Just follow the letters to the Red Key.

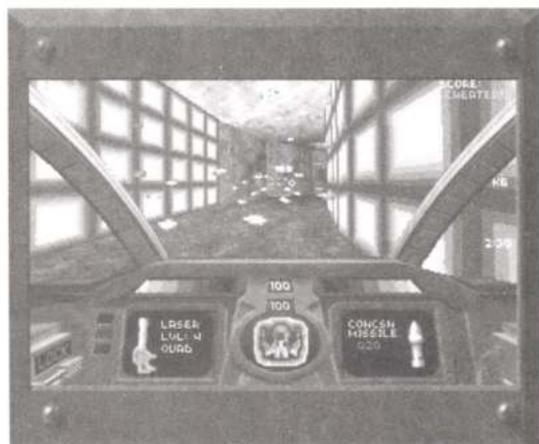


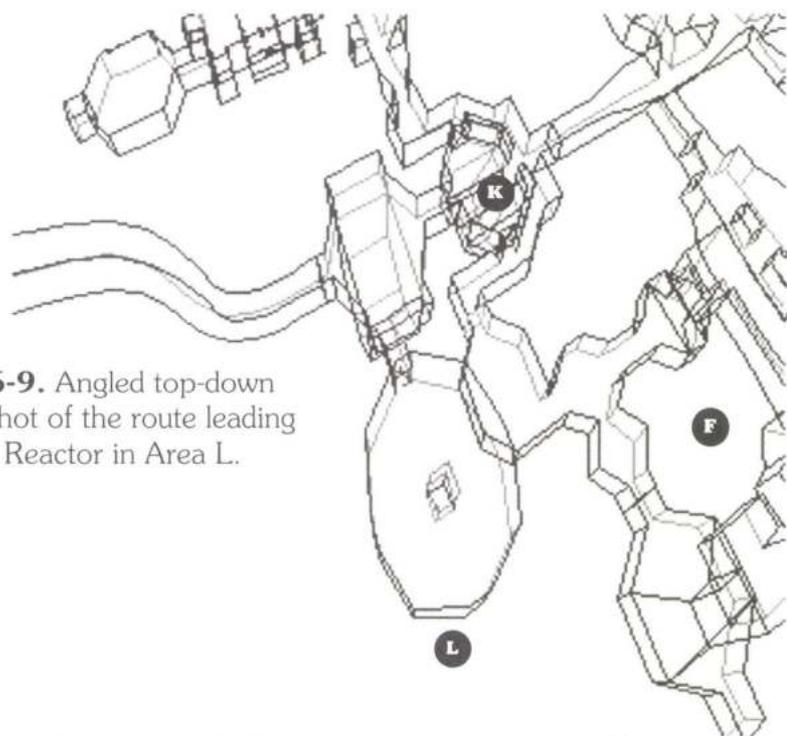
**Fig. 6-7.** Close-up view of Area I containing the Red Key.

## LEVEL 6 Mercury Solar Lab

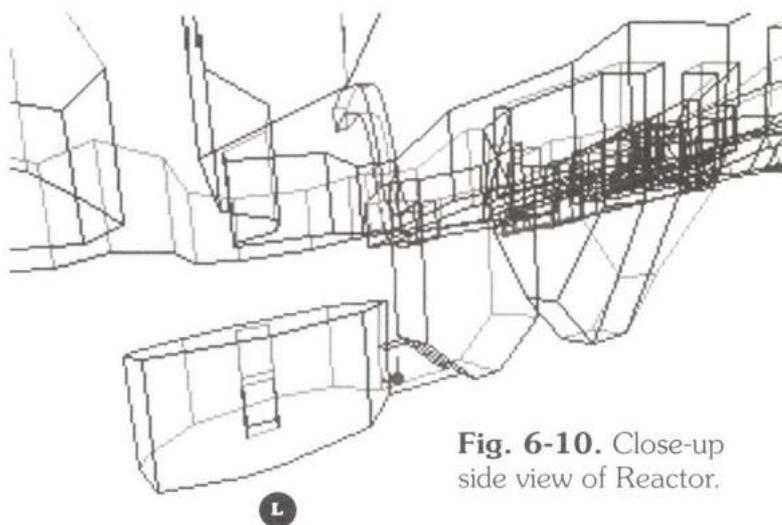


**Fig. 6-8.** Keep pushing after grabbing the key and, whoa!, it's another Secret Room!

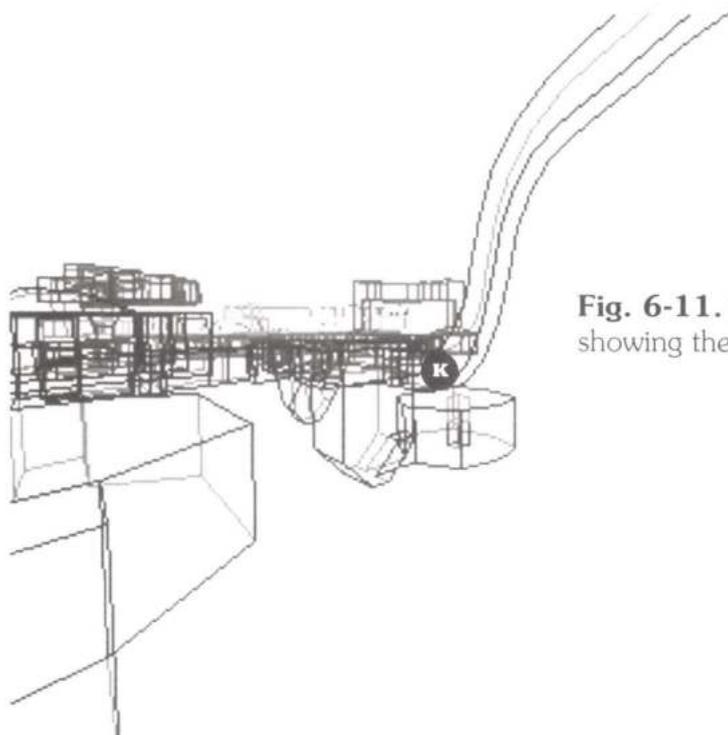
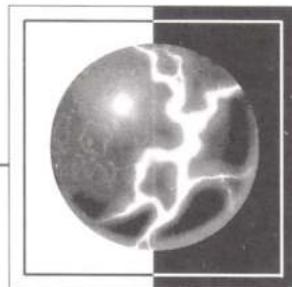




**Fig. 6-9.** Angled top-down long shot of the route leading to the Reactor in Area L.



**Fig. 6-10.** Close-up side view of Reactor.



**Fig. 6-11.** Long view showing the exit in Area K.

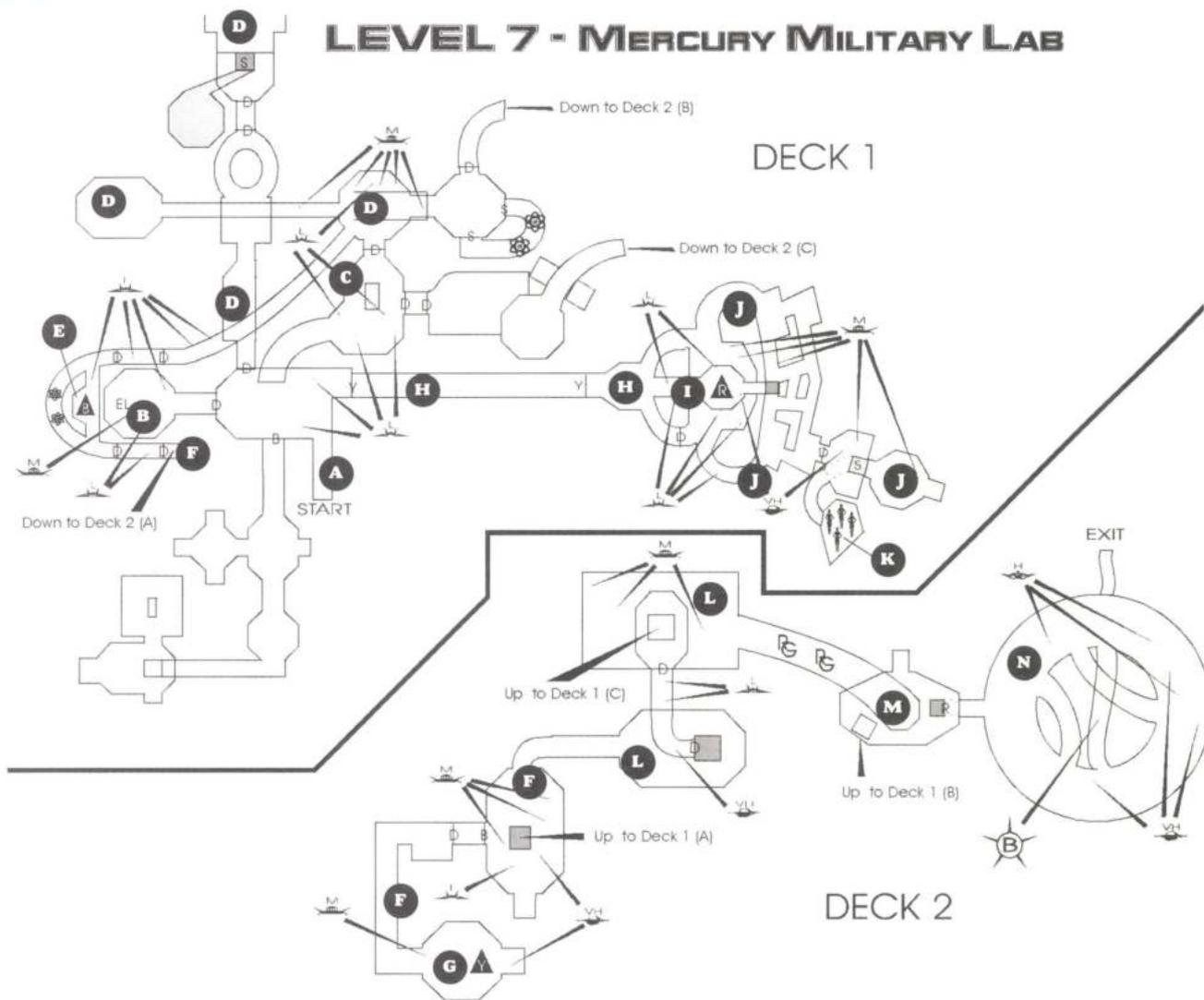


**Fig. 6-12.** A side view of the entire level shows that it is essentially single-level.



# DESCENT The Official Strategy Guide

## LEVEL 7 - MERCURY MILITARY LAB

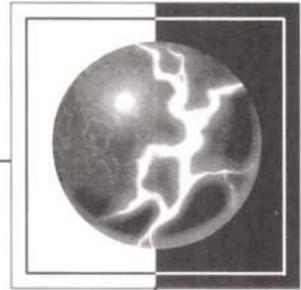


**LEGEND**

Power	Reactor	Turned Down	Turned Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostages

**ROBOTS**

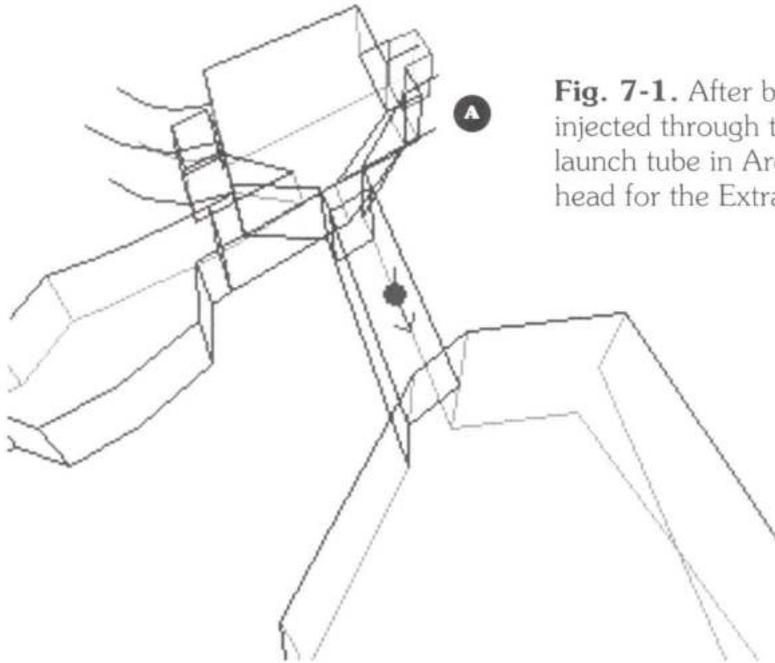
Cloaked	x4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



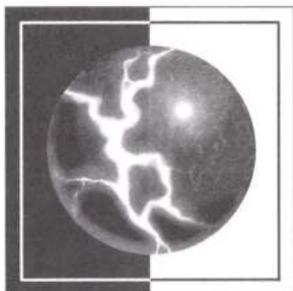
## The Story

While still in range of Mercury, strange readings begin to emit from the planet's core where a military operation is in progress. The base comprises a pair of massive decks and is heavily populated with robots.

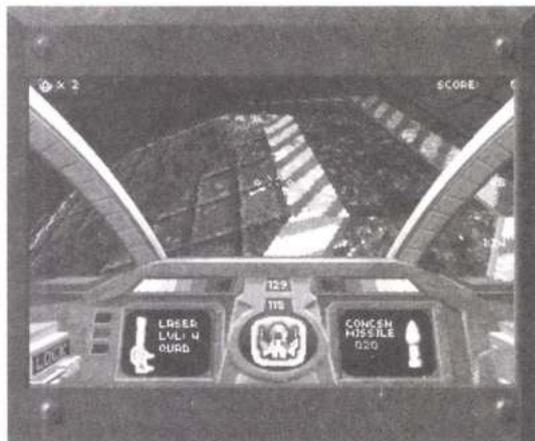
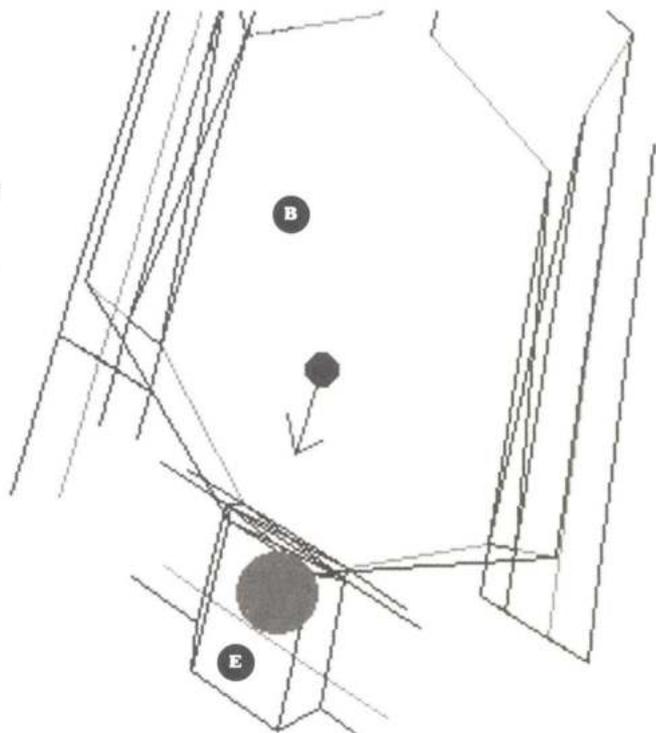
Prepare for *Descent* . . .



**Fig. 7-1.** After being injected through the launch tube in Area A, head for the Extra Life.



**Fig. 7-2.** A close-up of Area B which contains the Extra Life. Note: You can see the Blue Key (Area E), but you can't get there from here.



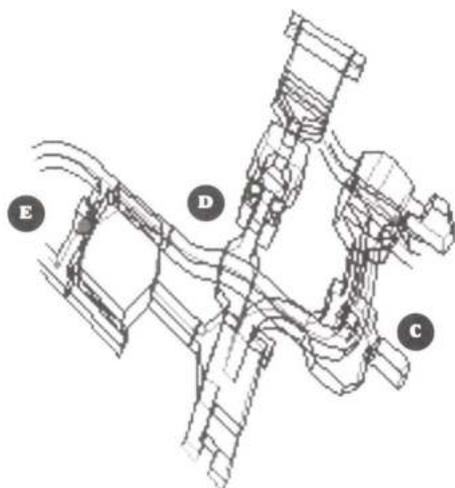
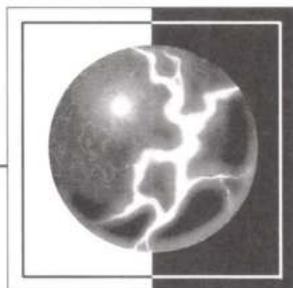
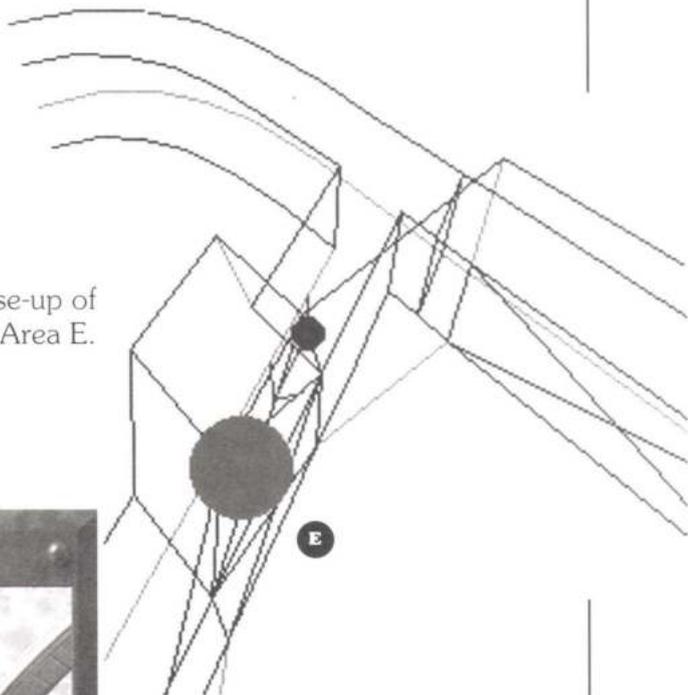
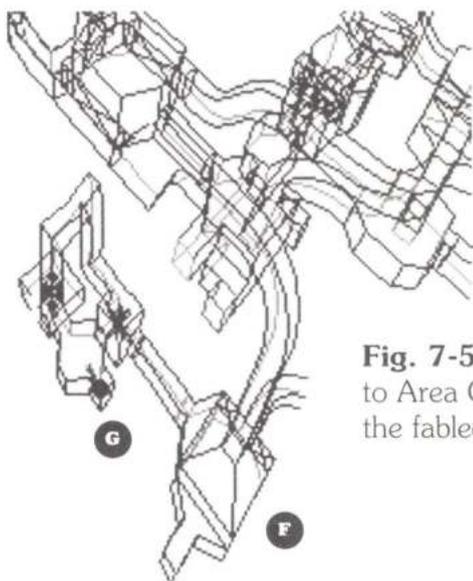


Fig. 7-3. Follow the alphabet to the Blue Key.

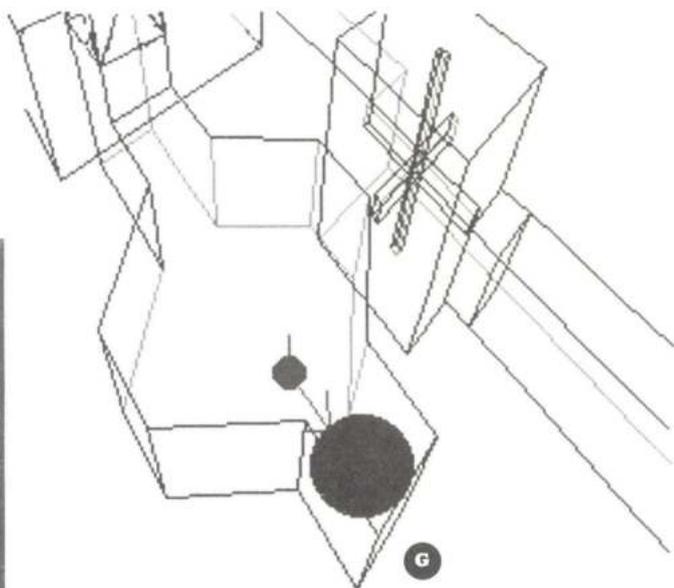
Fig. 7-4. A close-up of the Blue Key in Area E.

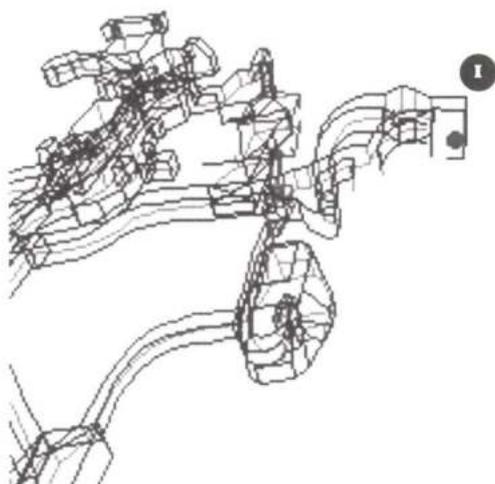
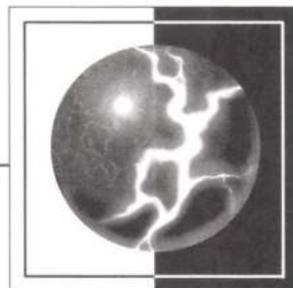




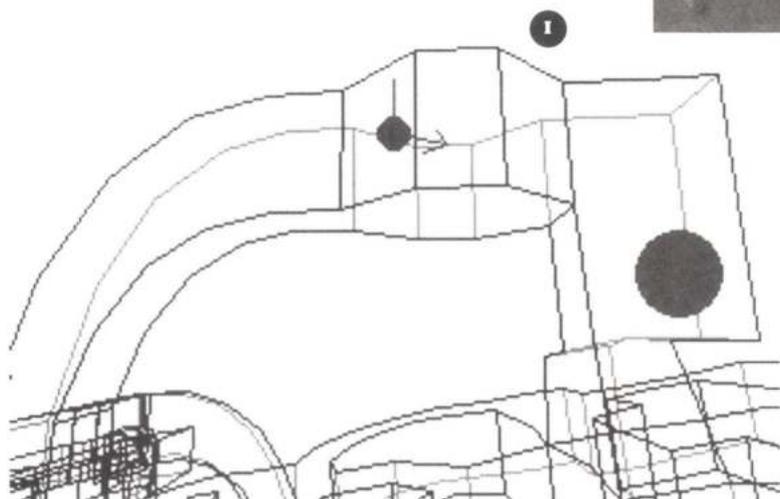
**Fig. 7-5.** Area F leads to Area G, which holds the fabled Yellow Key.

**Fig. 7-6.** A close-up of the Yellow Key.

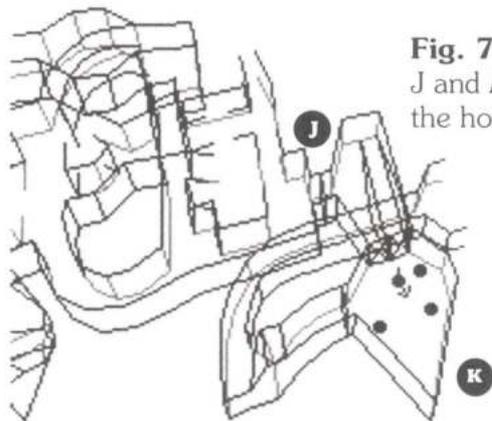




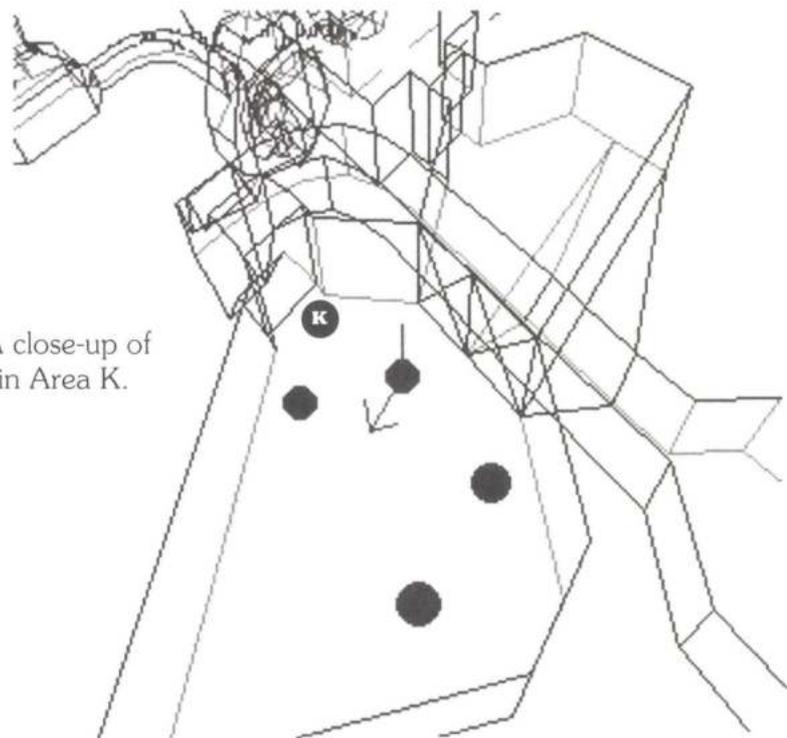
**Fig. 7-7.** The route to the Red Key as seen from an angled top-down perspective.



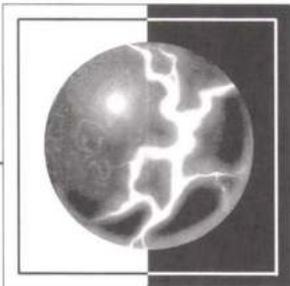
**Fig. 7-8.** A good, close look at the Red Key.



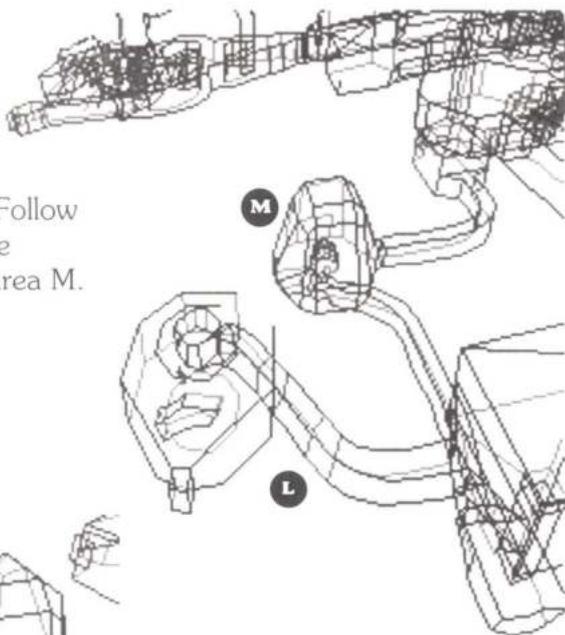
**Fig. 7-9.** A look down at Area J and Area K, below, where the hostages are being held.



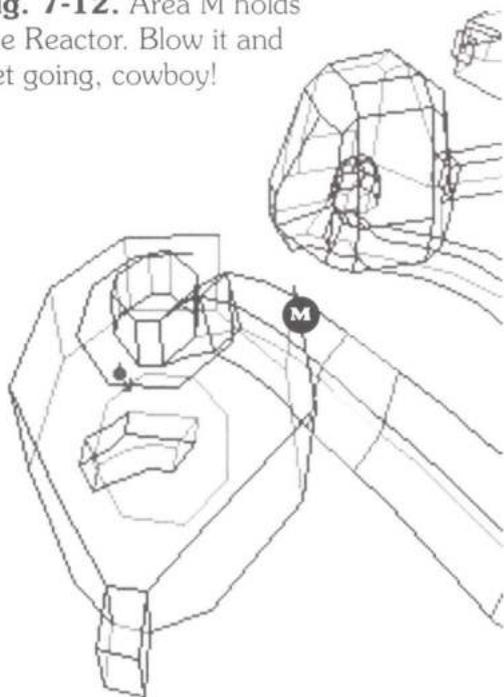
**Fig. 7-10.** A close-up of the hostages in Area K.

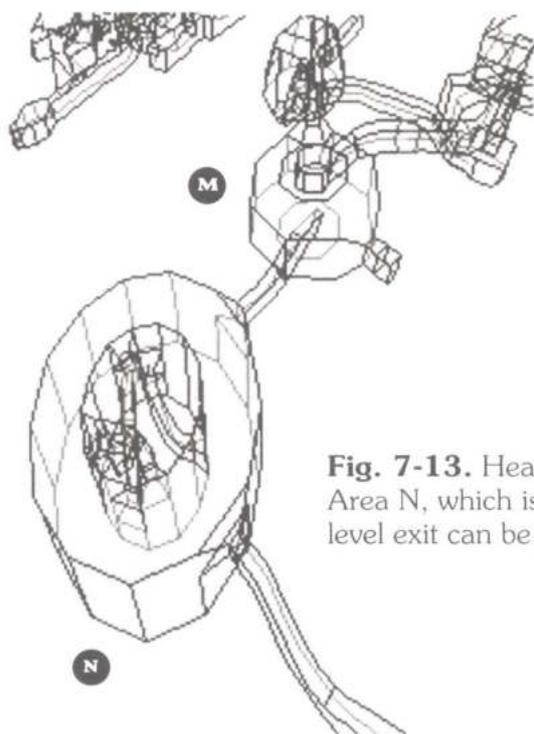
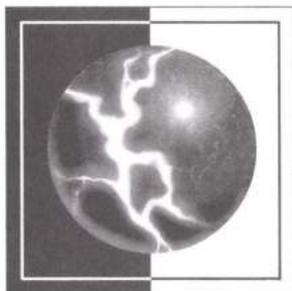


**Fig. 7-11.** Follow Area L to the Reactor in Area M.

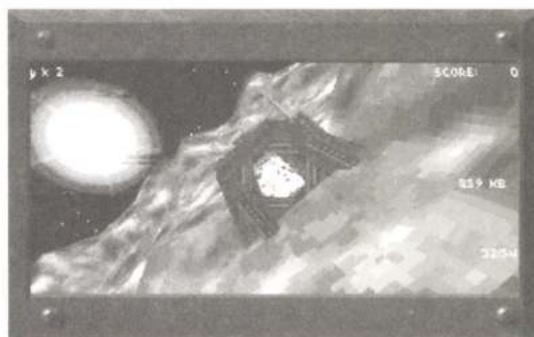


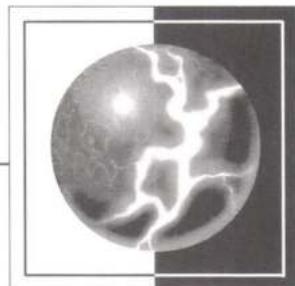
**Fig. 7-12.** Area M holds the Reactor. Blow it and get going, cowboy!



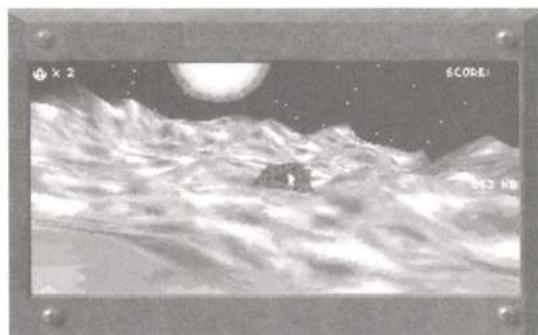
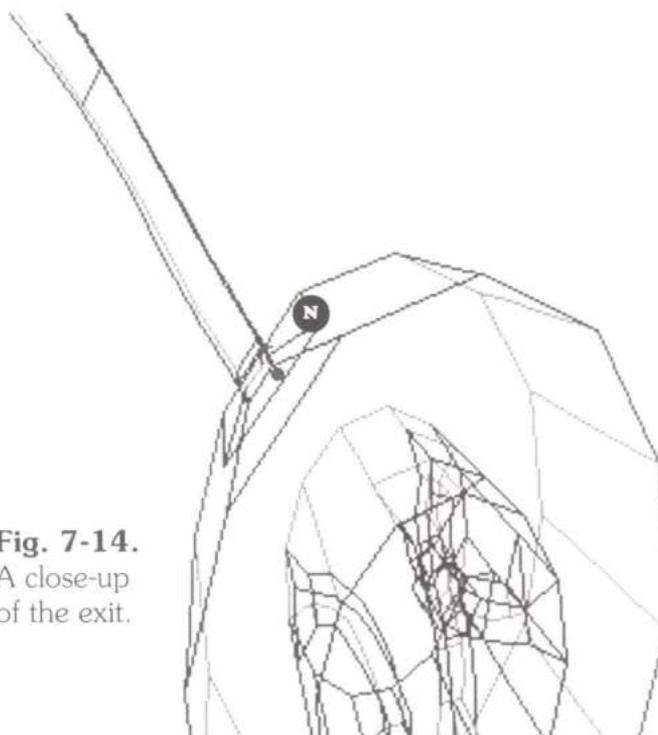


**Fig. 7-13.** Head toward Area N, which is where the level exit can be found.





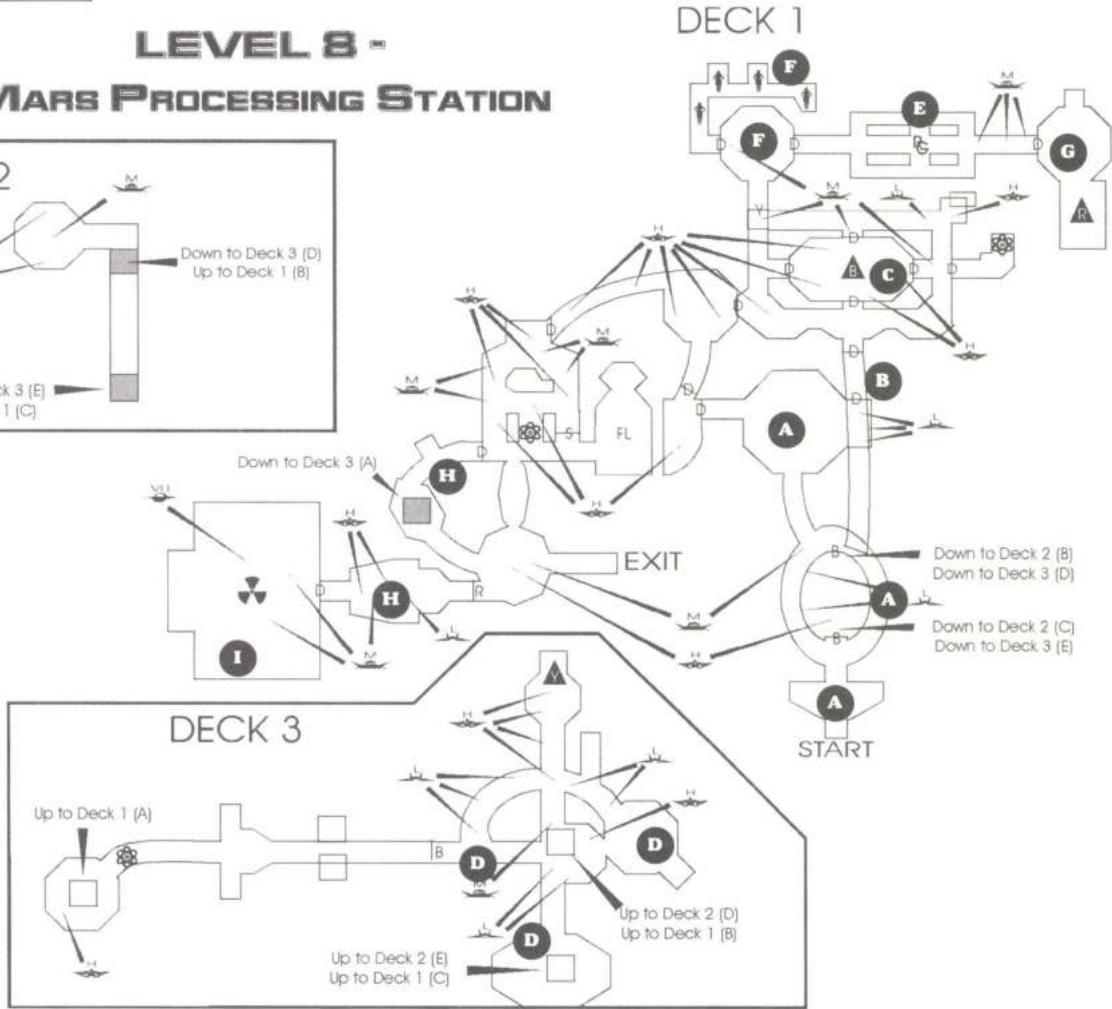
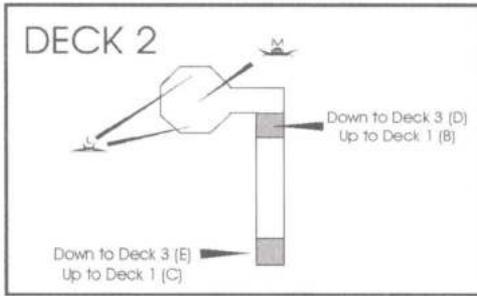
**Fig. 7-14.**  
A close-up  
of the exit.





# DESCENT The Official Strategy Guide

## LEVEL 8 - MARS PROCESSING STATION



**LEGEND**

Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

**ROBOTS**

(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss

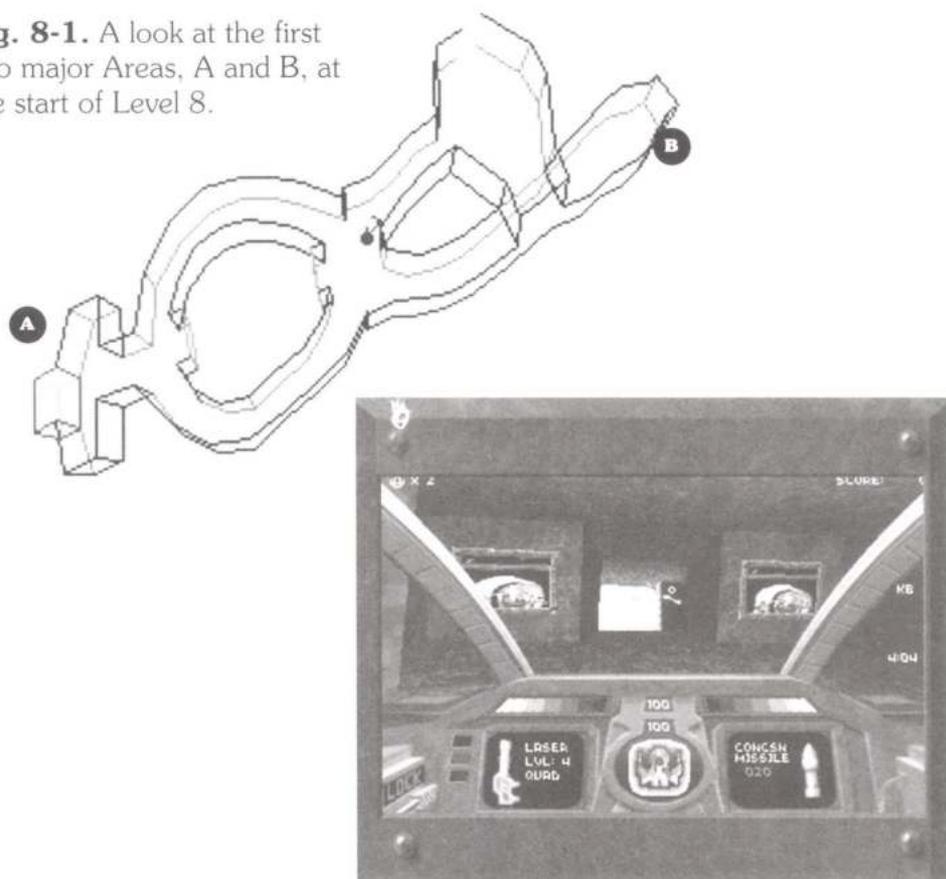


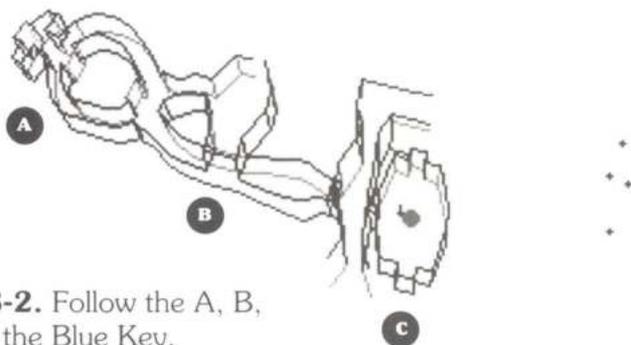
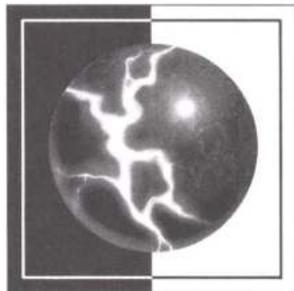
## The Story

If you reach this level, you have cleared the inner planets of the robotic infestation. Unfortunately, the disease is still raging in the outer planets, so it's off to Mars where a Processing Station is under siege. (Note: This is the first of the non-shareware levels.)

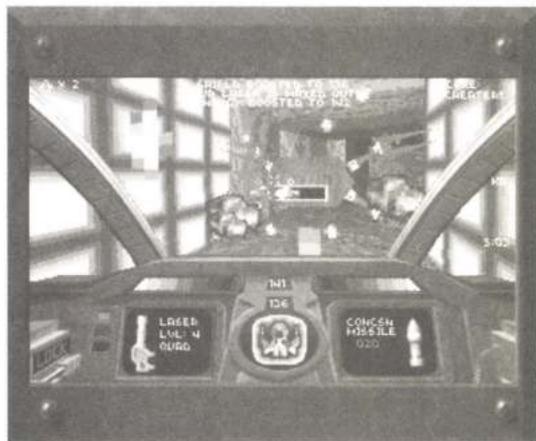
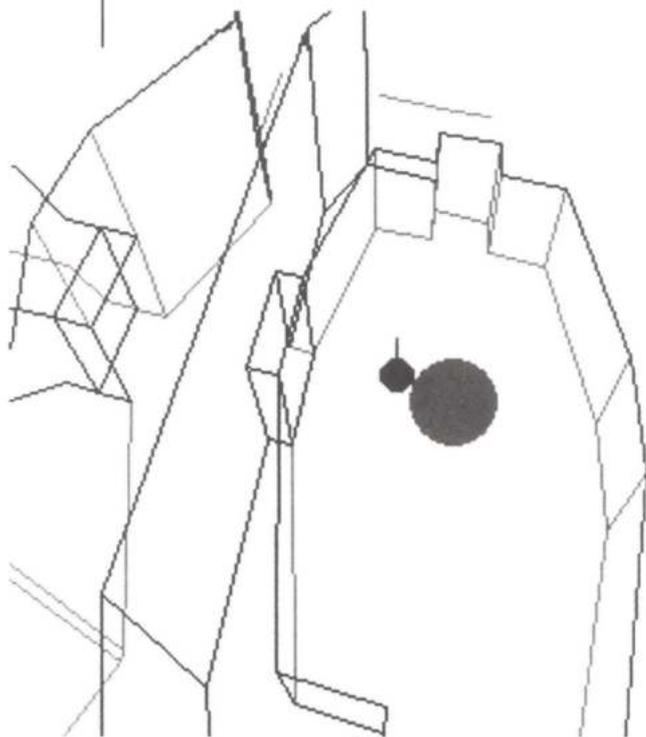
Prepare for *Descent* . . .

**Fig. 8-1.** A look at the first two major Areas, A and B, at the start of Level 8.



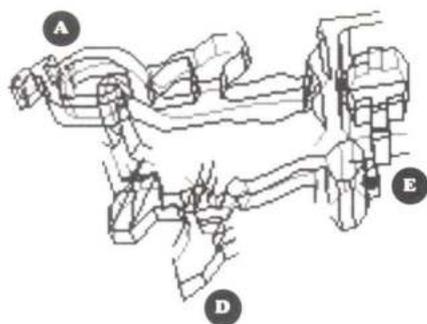
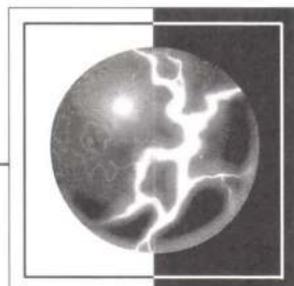


**Fig. 8-2.** Follow the A, B, C's to the Blue Key.

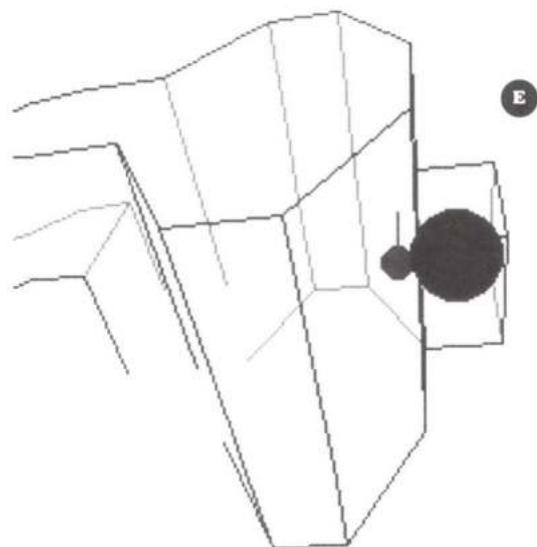


**Fig. 8-3.** Close-up of Area C, where the Blue Key awaits.

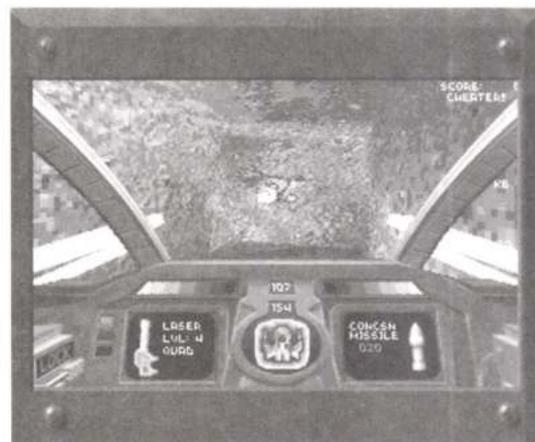
## LEVEL 8 Mars Processing Station

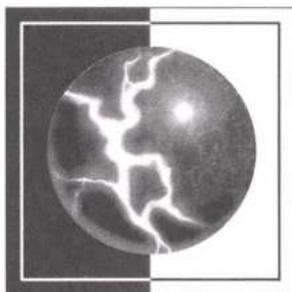


**Fig. 8-4.** A pull-away view of the sequence leading to the Yellow Key.

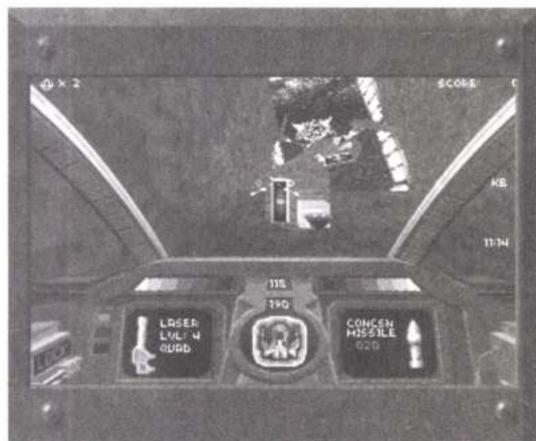
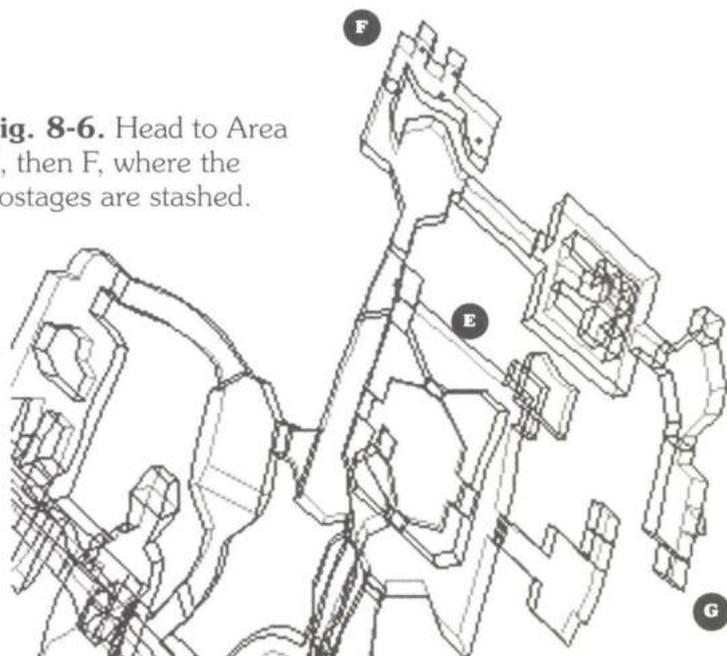


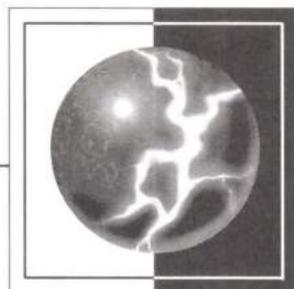
**Fig. 8-5.** A close-up shot of the Yellow Key in Area E.



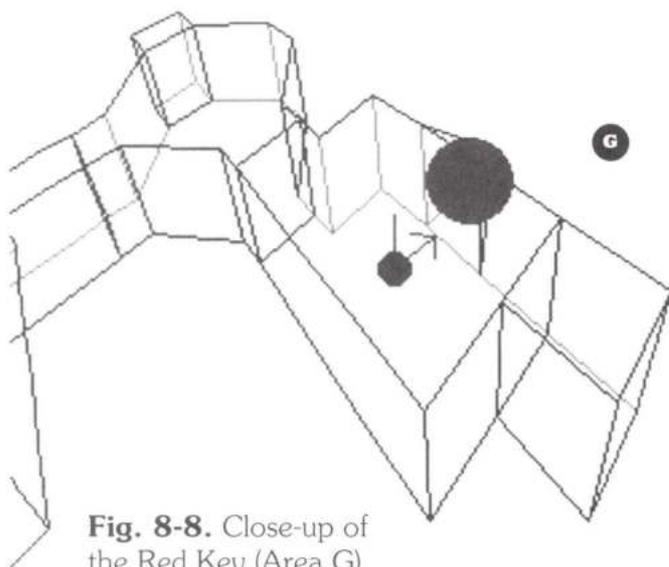
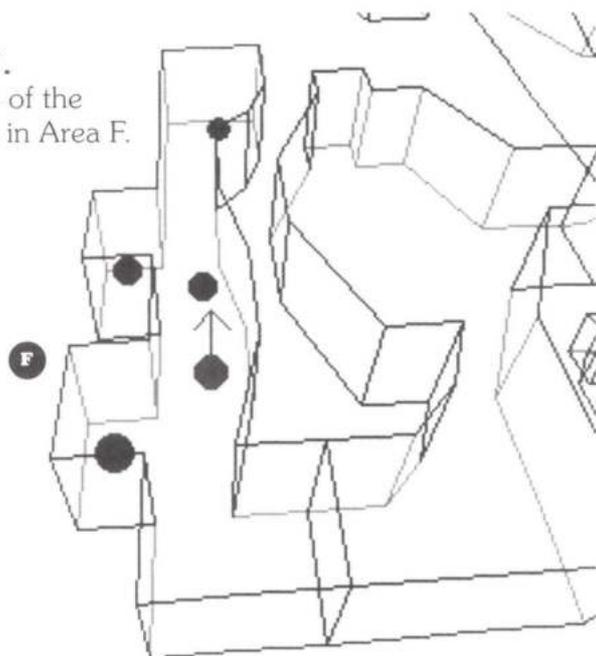


**Fig. 8-6.** Head to Area E, then F, where the hostages are stashed.

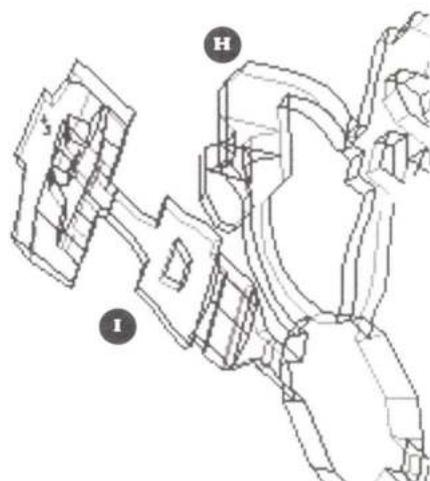




**Fig. 8-7.**  
Close-up of the  
hostages in Area F.

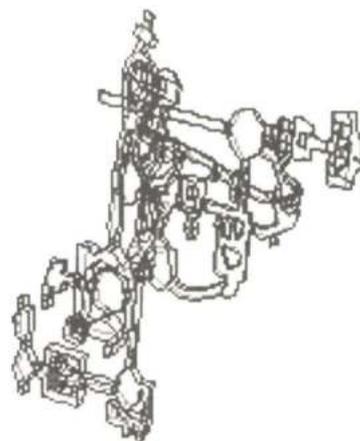
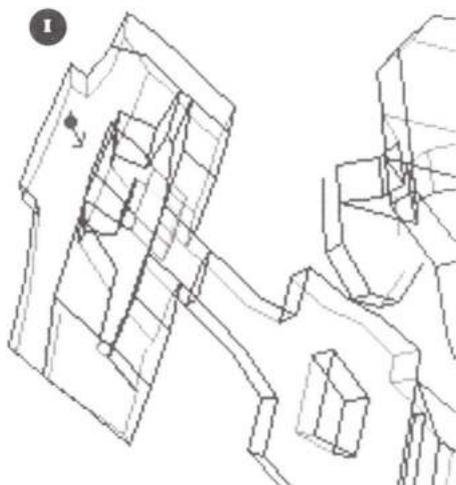


**Fig. 8-8.** Close-up of  
the Red Key (Area G).



**Fig. 8-9.** Pull-away of the Reactor (Area I) as it sticks out from the superstructure.

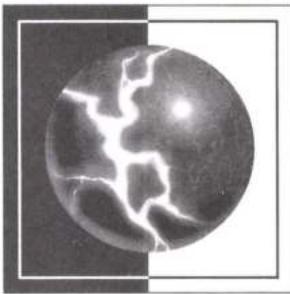
**Fig. 8-10.** A close-up of the Reactor.



**Fig. 8-11.** A slightly angled side view of the entire eighth level.

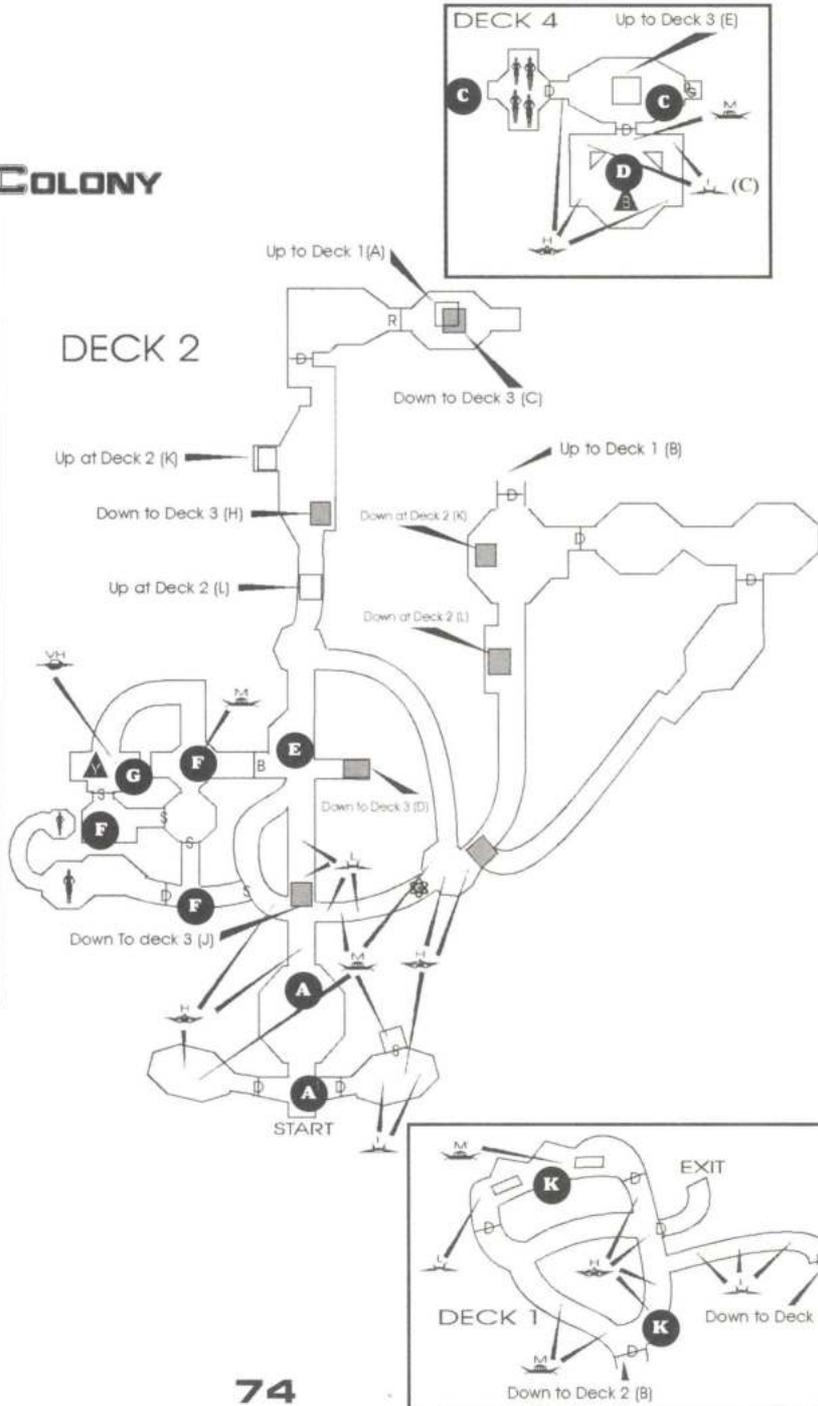
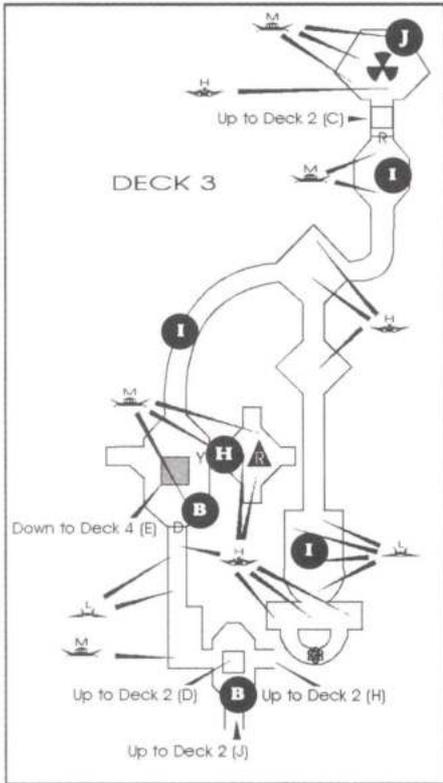
## LEVEL 8 Mars Processing Station

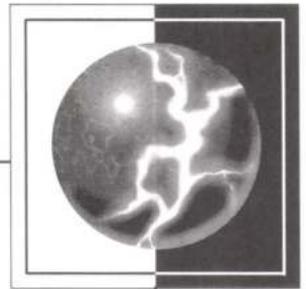




# DESCENT The Official Strategy Guide

## LEVEL 9 - MARS COLONY

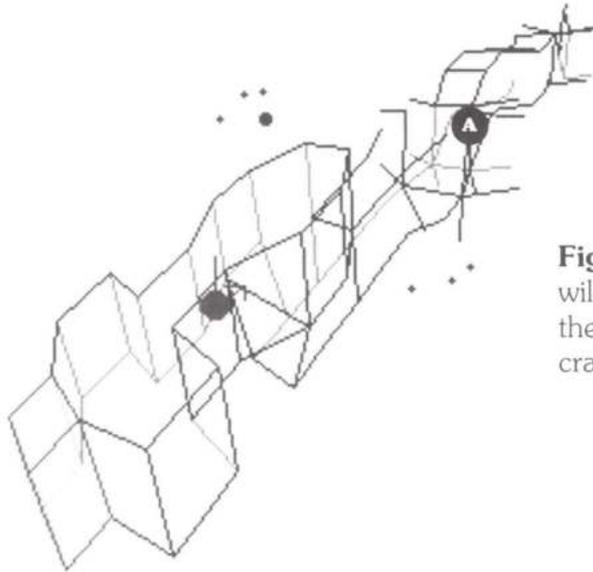




## The Story

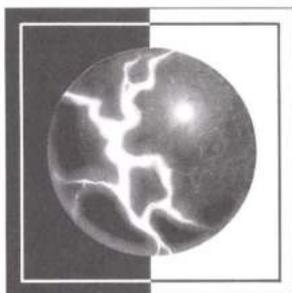
This quadra-deck nightmare awaits you on Mars' surface. Approaching from the dark side of the red planet, you must keep your eyes open for weapon power-ups since the robots here have developed some advanced and very nasty firearms.

Prepare for *Descent* . . .

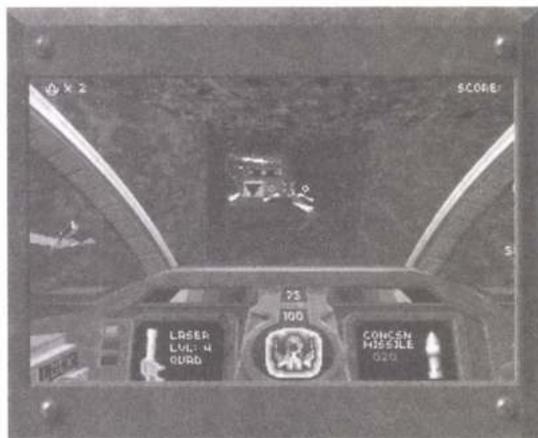
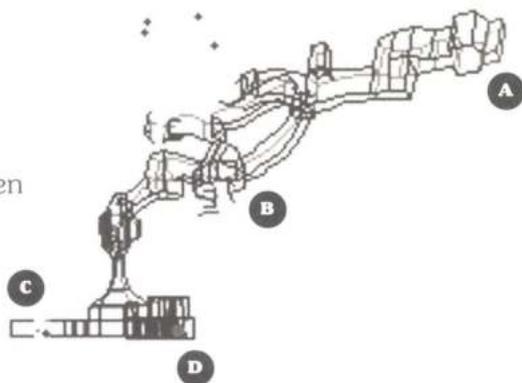


**Fig. 9-1.** Get ready for a wild and woolly ride through the injection tube and down a craggy straightway in Area A.

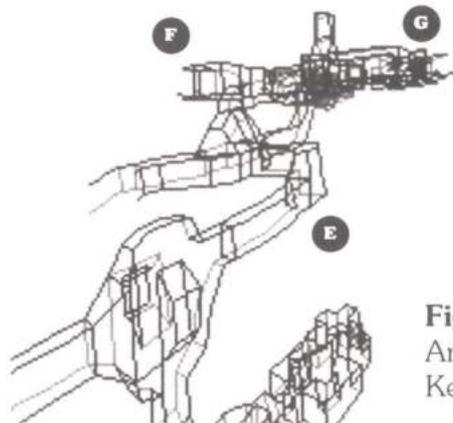
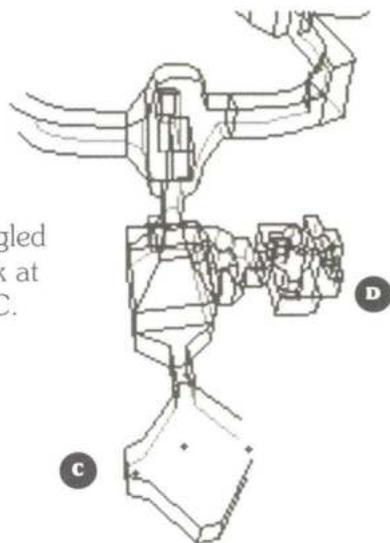
LEGEND												
Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage
ROBOTS												
(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss						



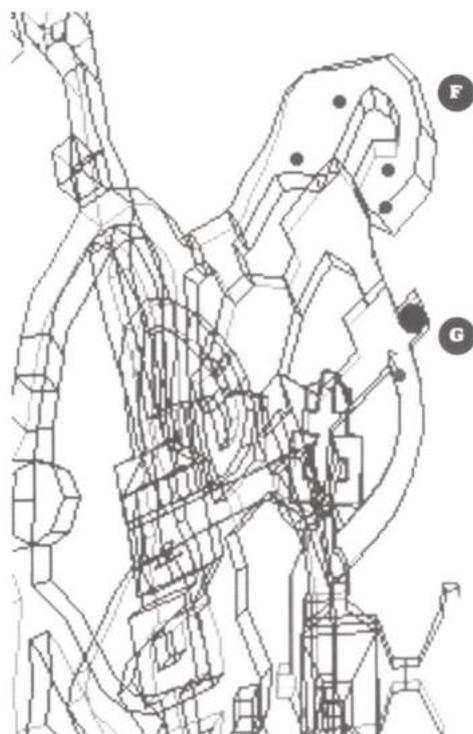
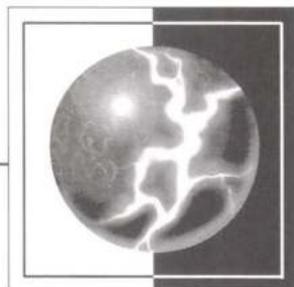
**Fig. 9-2.** An alphabetical route to the Blue Key, as seen from a side view wireframe. The Blue Key is in Area D.



**Fig. 9-3.** Angled top-down look at Areas B and C.

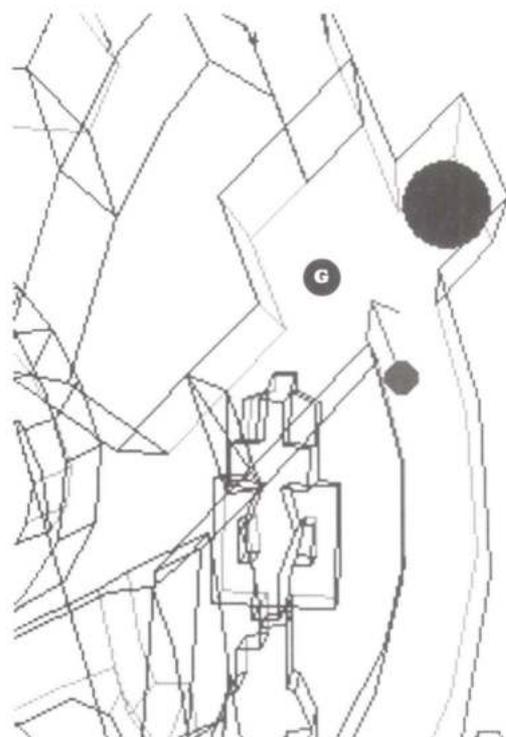


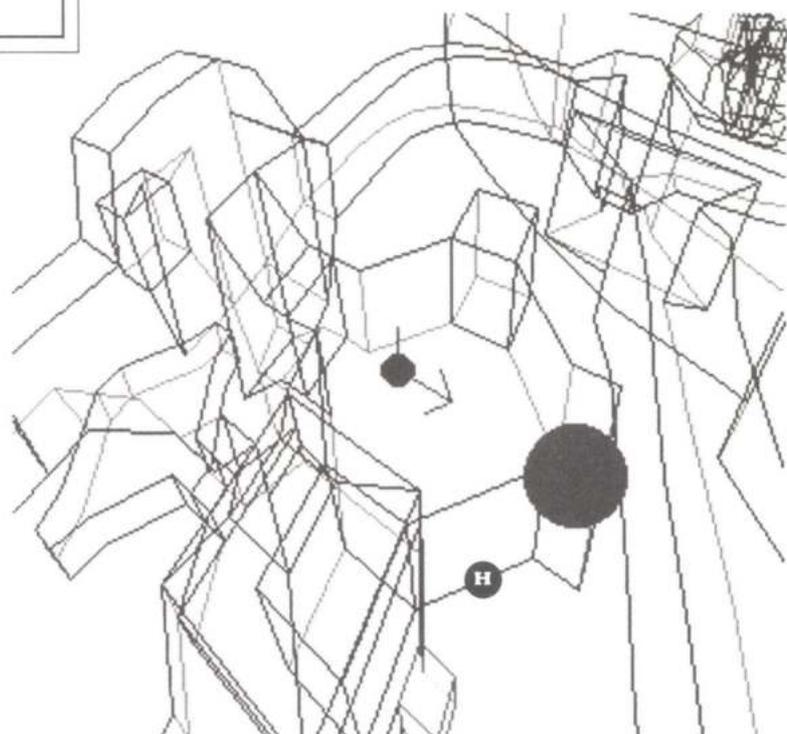
**Fig. 9-4.** The route continues to Areas G and F, which hold the Yellow Key and the hostages, respectively.



**Fig. 9-5.** In tight on Areas F (hostages) and G (Yellow Key).

**Fig. 9-6.** Extreme close-up of Area G and the Yellow Key.



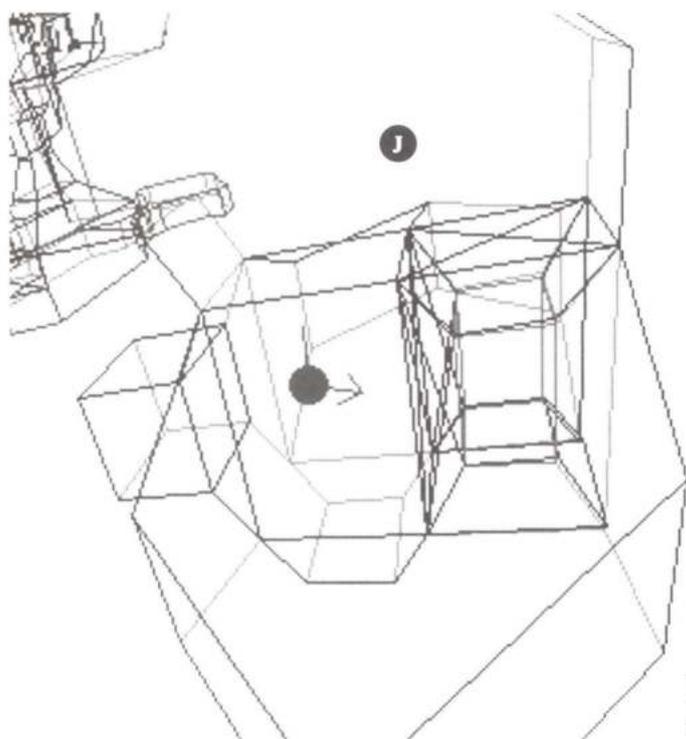


**Fig. 9-7.** Follow this path to Area H and the Red Key.

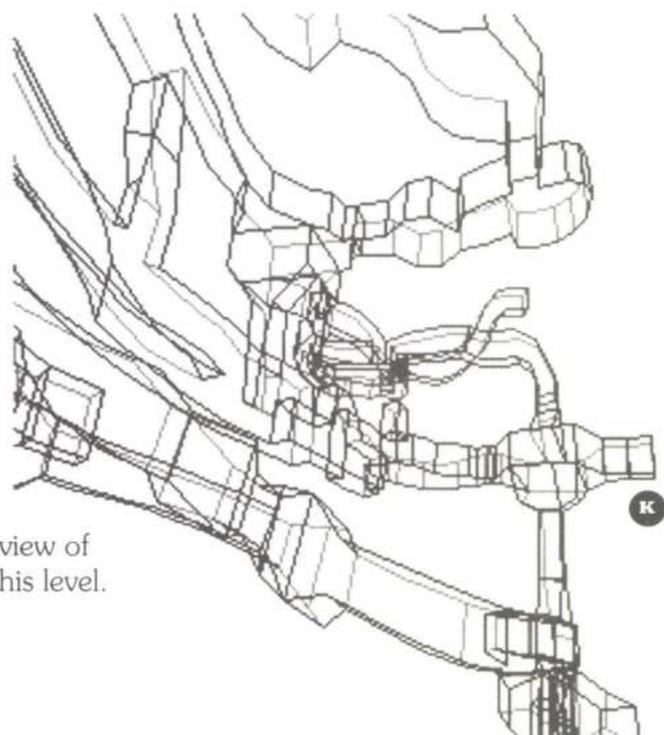
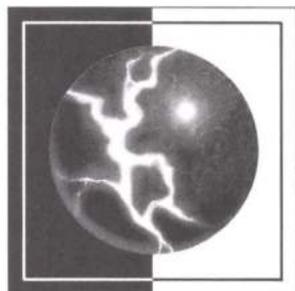




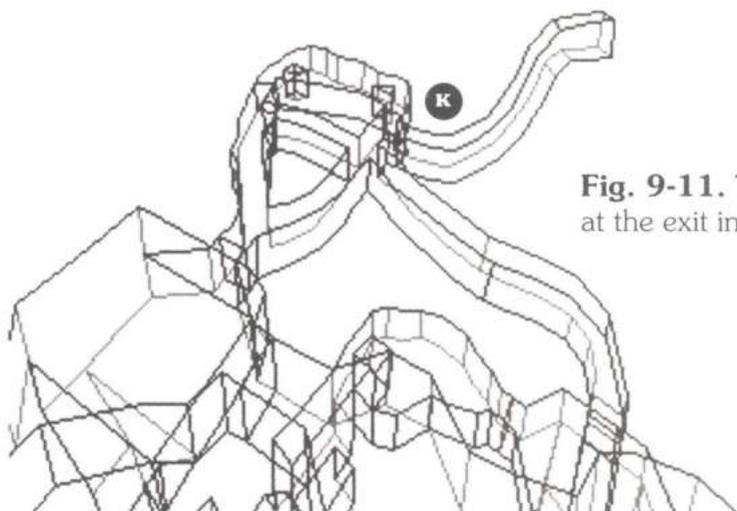
**Fig. 9-8.** The route continues through Area I to Area J, location of the Reactor.



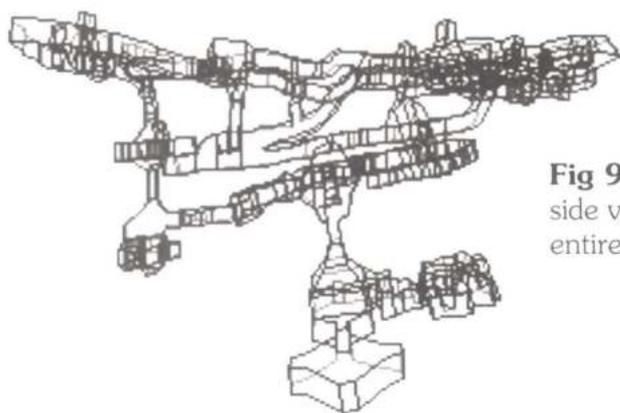
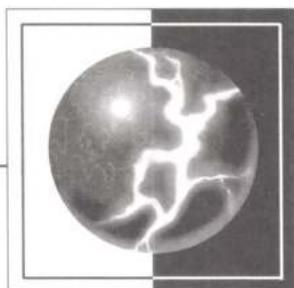
**Fig. 9-9.** In very tight on the Reactor in Area J.



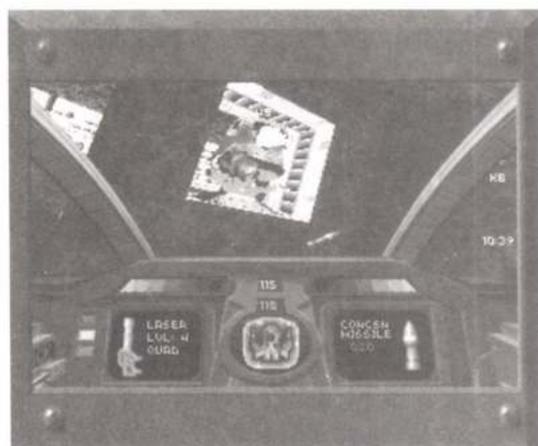
**Fig. 9-10.** A pull-away view of the route to the exit on this level.



**Fig. 9-11.** Tighter look at the exit in Area K.

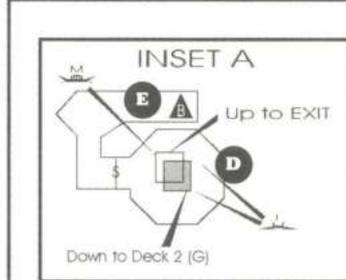
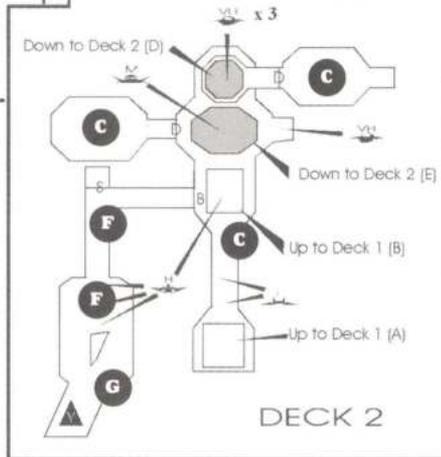
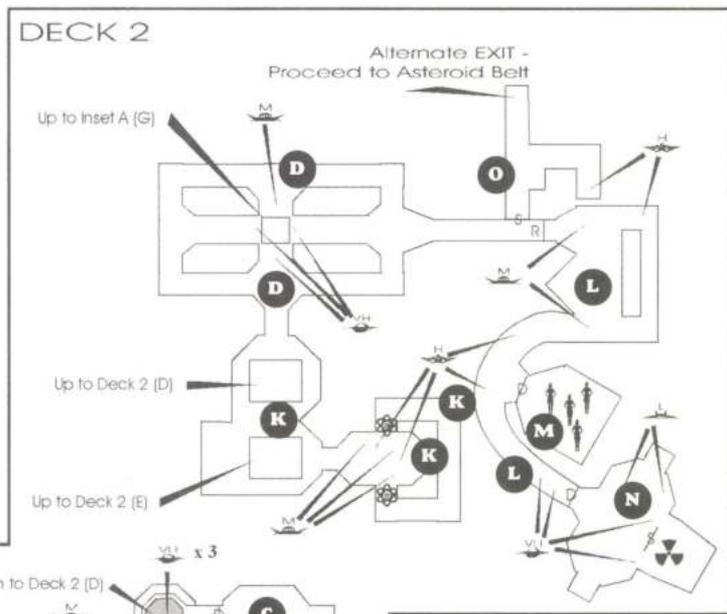
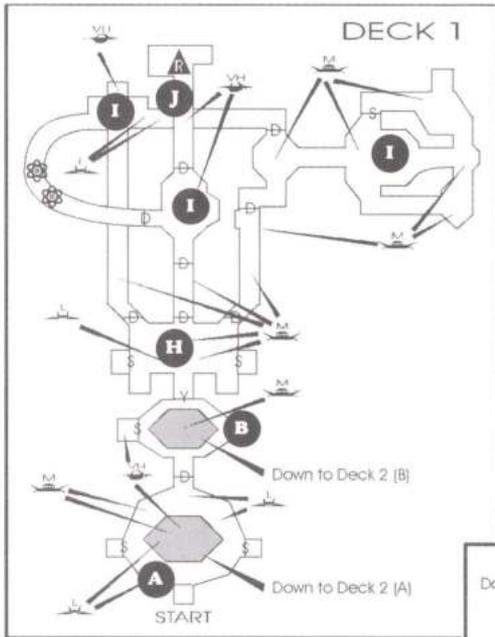


**Fig 9-12.** A stunning side view wireframe of the entire ninth level.





# DESCENT The Official Strategy Guide



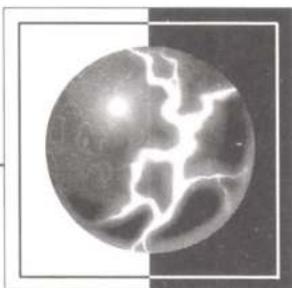
## LEVEL 10 - MARS ORBITAL STATION

**LEGEND**

Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

**ROBOTS**

(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss

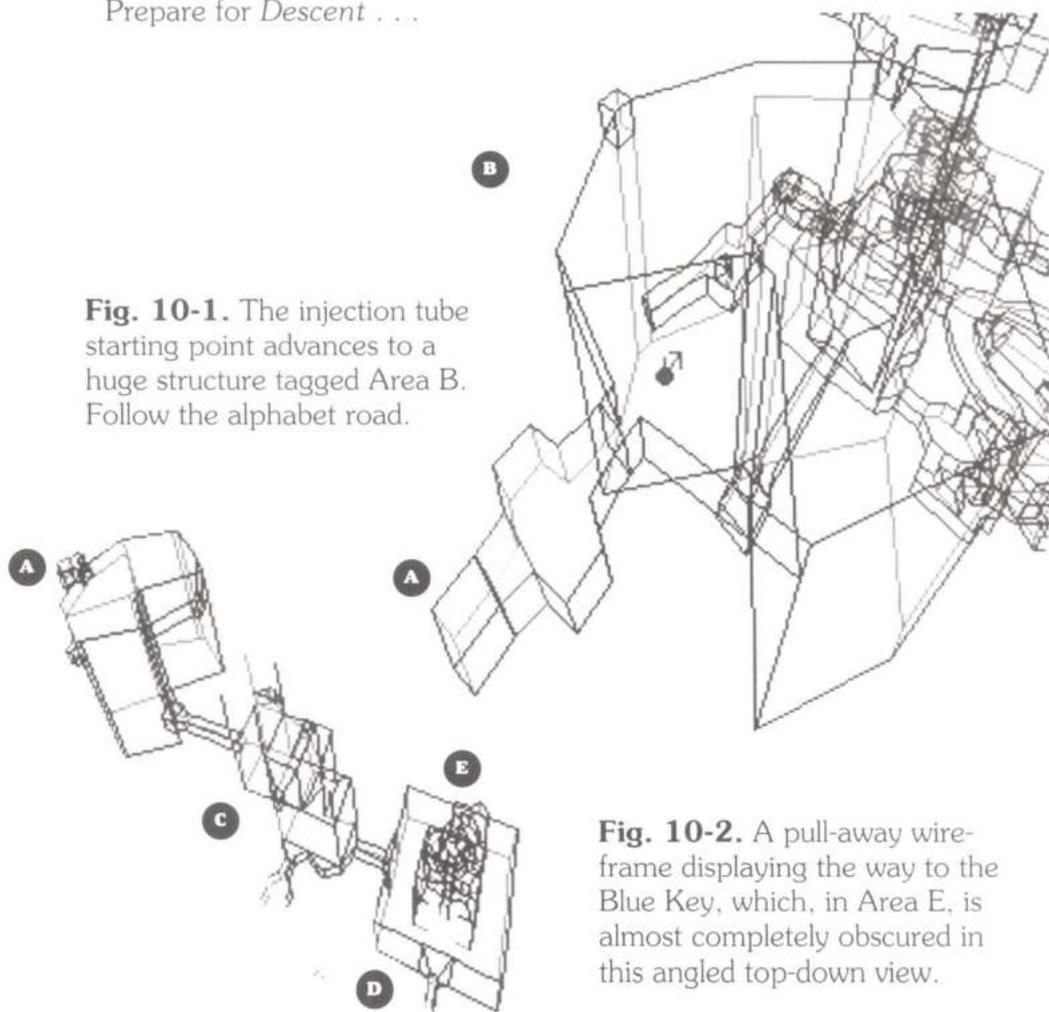


## The Story

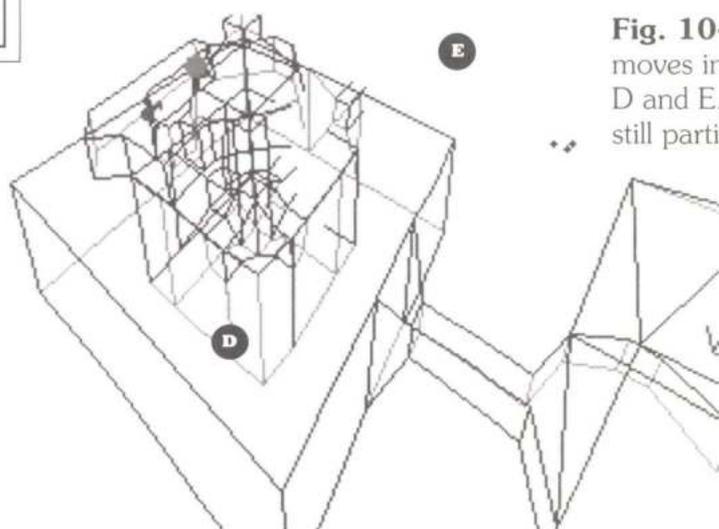
The last of the Martian levels, take out this baby and you're on your way to Jupiter! The downside: infestation here is best described as dense; watch your tail, baby, and . . .

Prepare for *Descent* . . .

**Fig. 10-1.** The injection tube starting point advances to a huge structure tagged Area B. Follow the alphabet road.

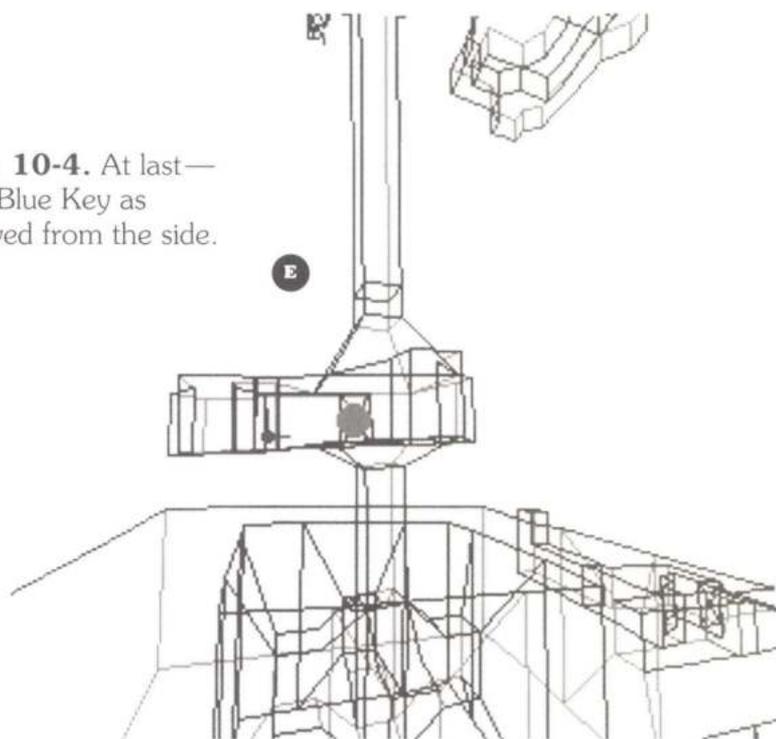


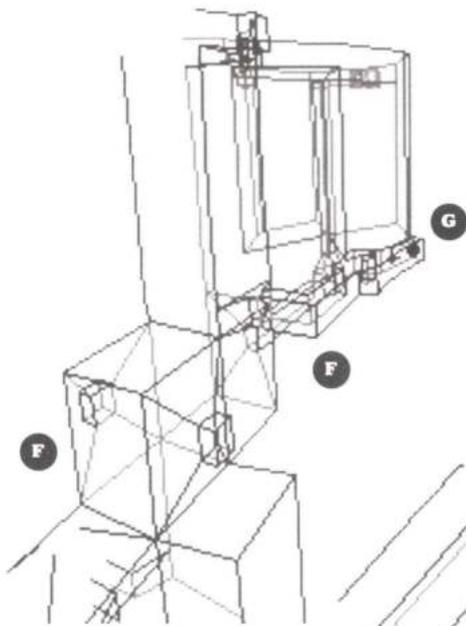
**Fig. 10-2.** A pull-away wire-frame displaying the way to the Blue Key, which, in Area E, is almost completely obscured in this angled top-down view.



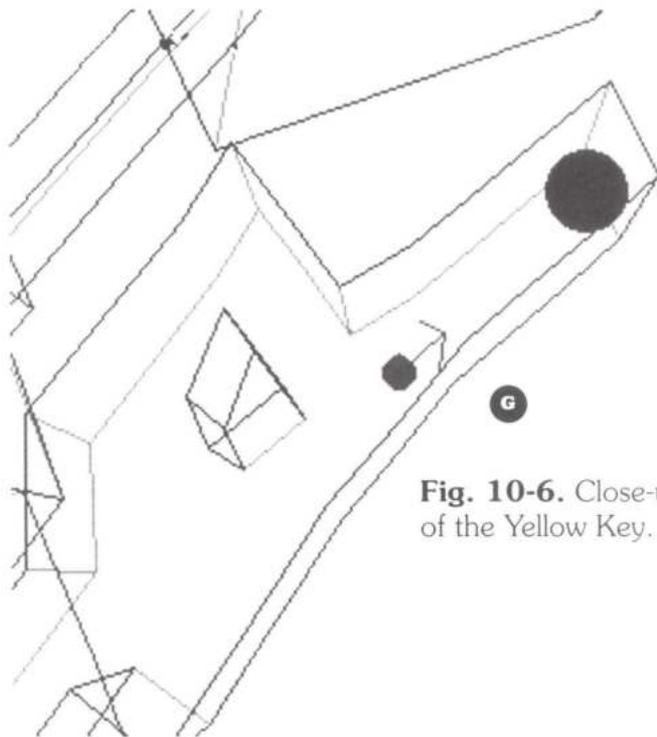
**Fig. 10-3.** The camera moves in closer on Areas D and E, with the Blue Key still partially obscured.

**Fig. 10-4.** At last—the Blue Key as viewed from the side.

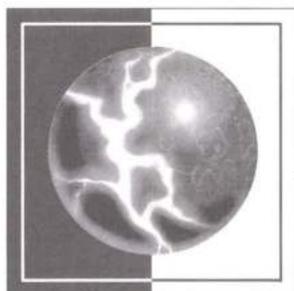




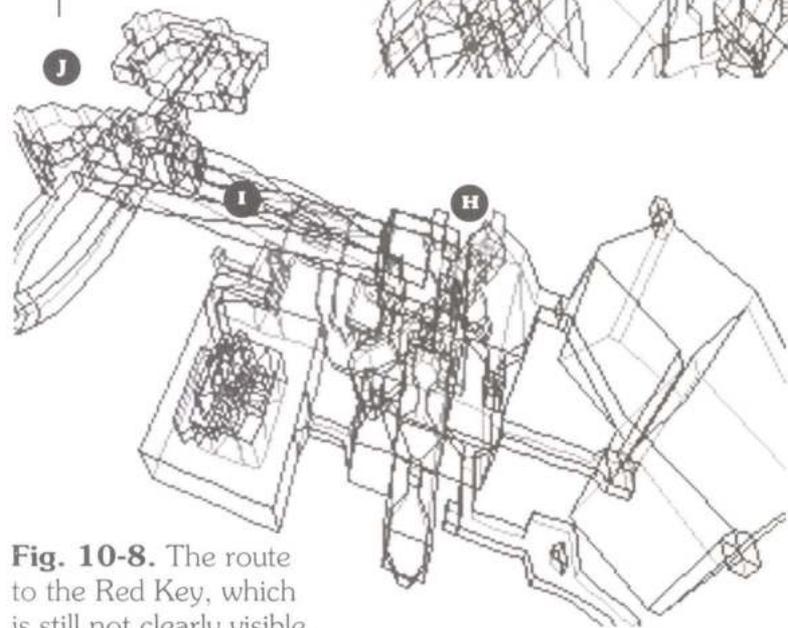
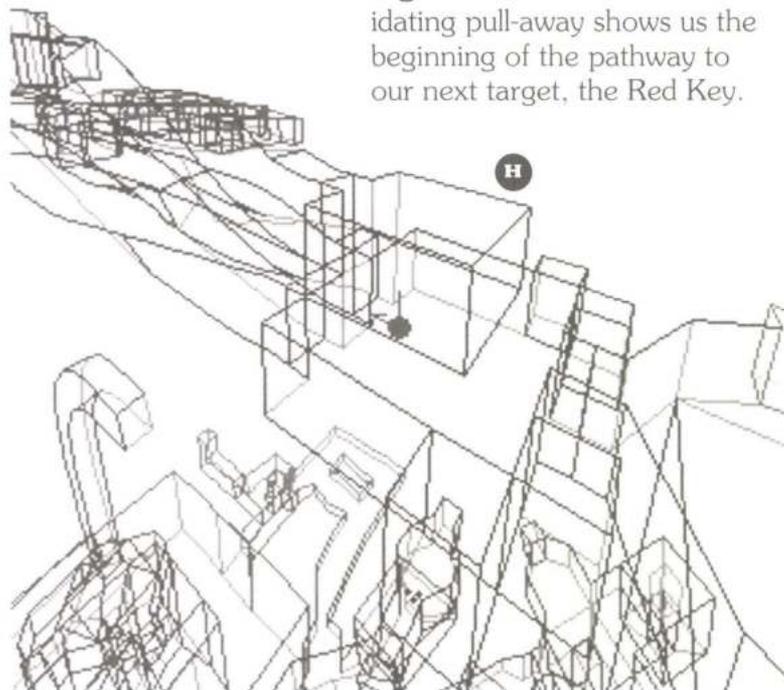
**Fig. 10-5.** A pull-away showing the route to the Yellow Key (Area G).



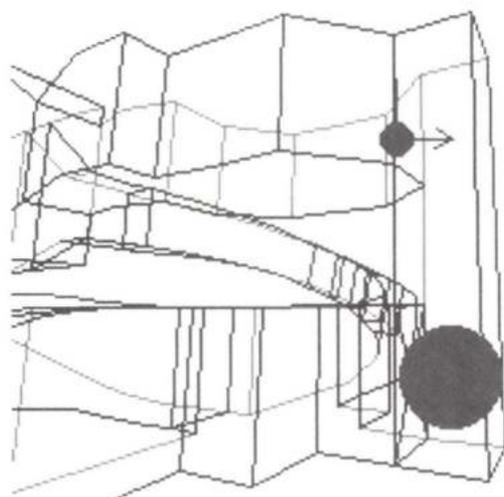
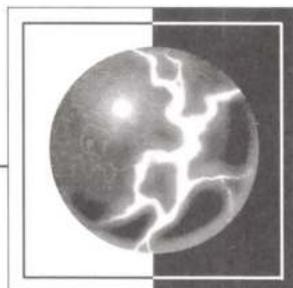
**Fig. 10-6.** Close-up of the Yellow Key.



**Fig. 10-7.** A somewhat intimidating pull-away shows us the beginning of the pathway to our next target, the Red Key.



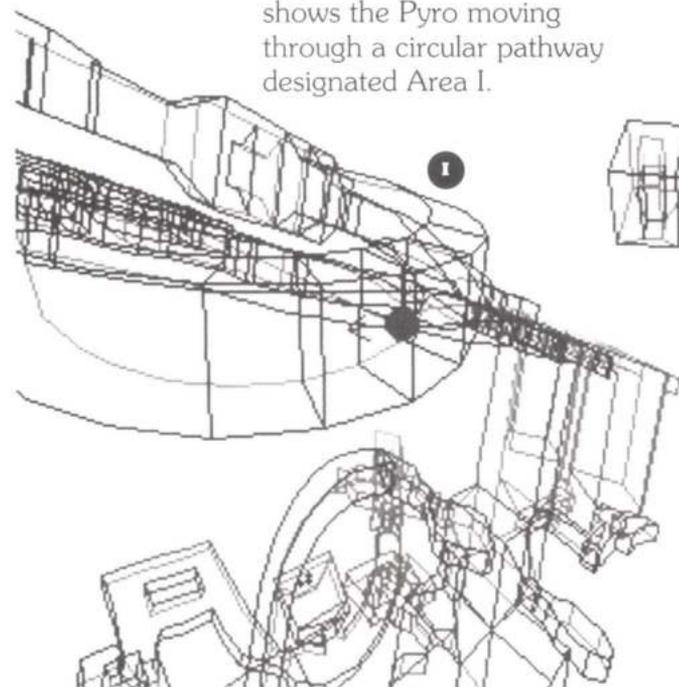
**Fig. 10-8.** The route to the Red Key, which is still not clearly visible.



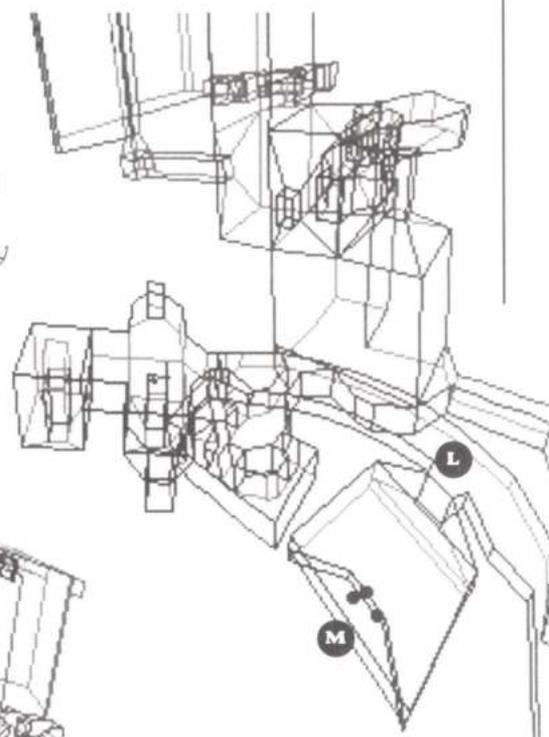
**Fig. 10-9.** We finally reach the Red Key, seen in close-up in Area J.

J

**Fig. 10-10.** A wireframe shows the Pyro moving through a circular pathway designated Area I.



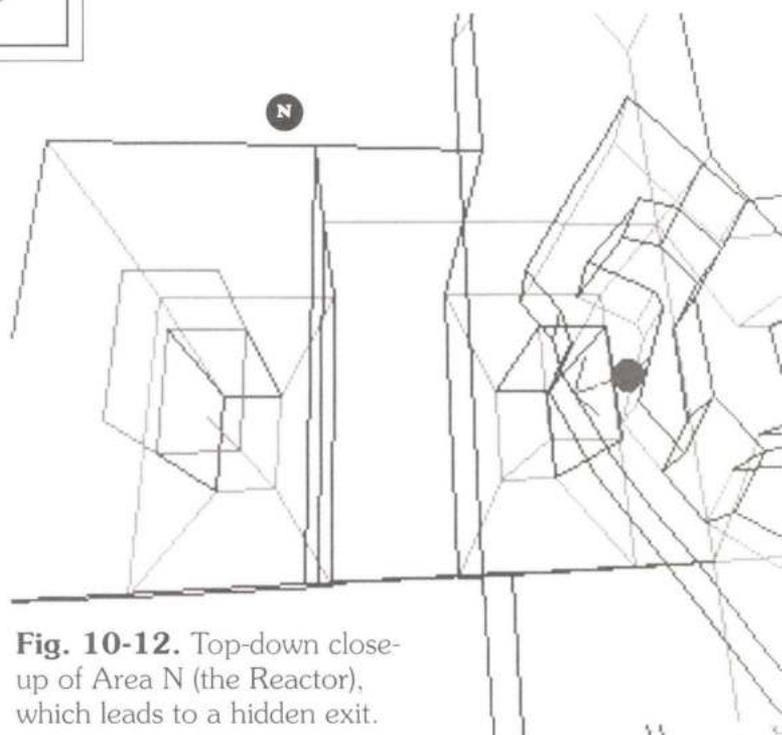
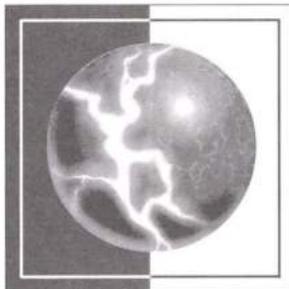
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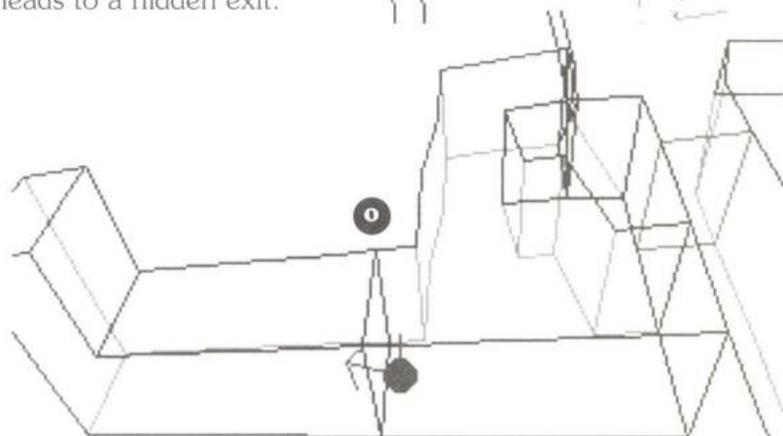
L

M

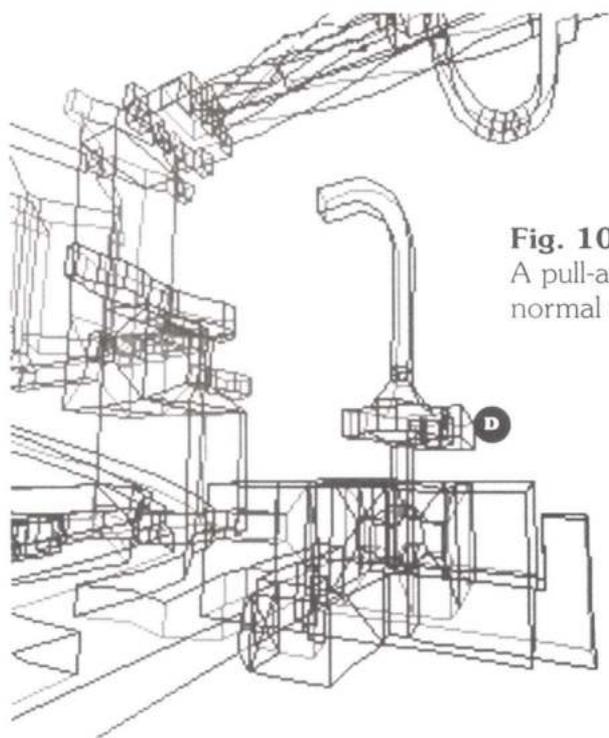
**Fig. 10-11.** A pull-away wireframe of Areas L and M, with M being the location of the hostages.



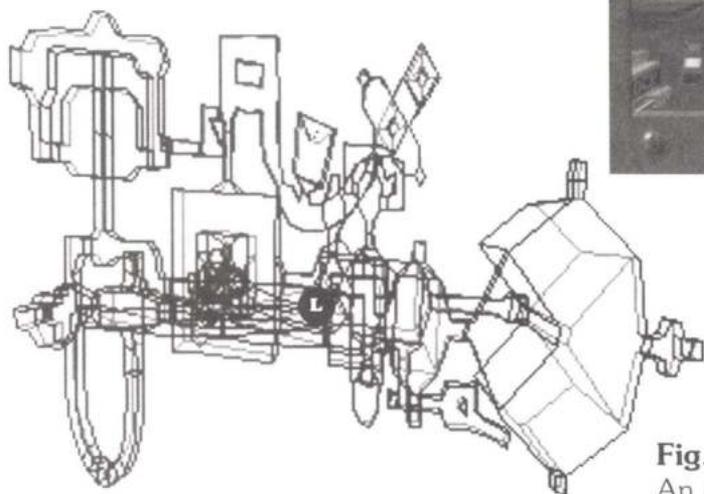
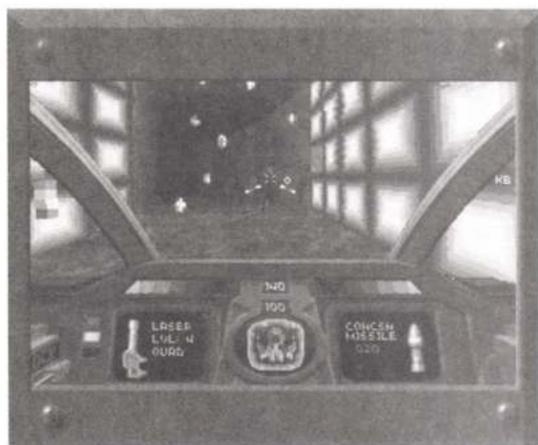
**Fig. 10-12.** Top-down close-up of Area N (the Reactor), which leads to a hidden exit.



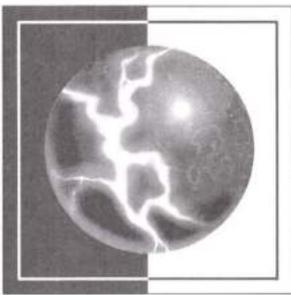
**Fig. 10-13.** A close-up of Area O, the secret exit. Read the section on the Secret Levels for further information.



**Fig. 10-14.**  
A pull-away look at the  
normal exit in Area D.

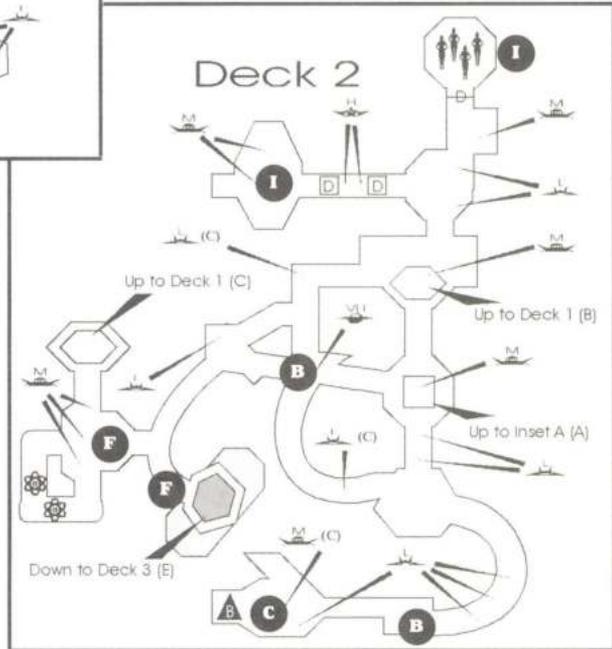
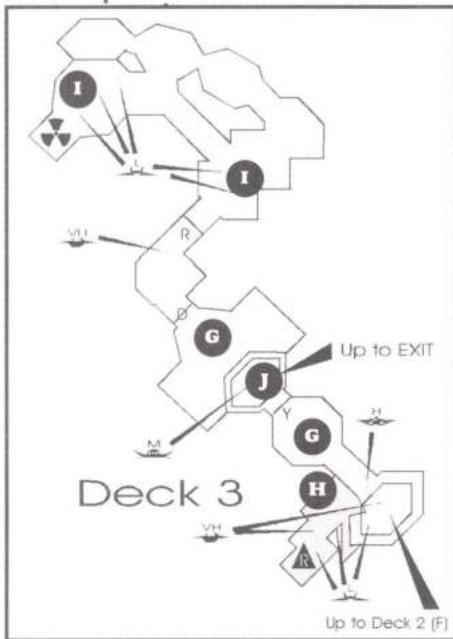
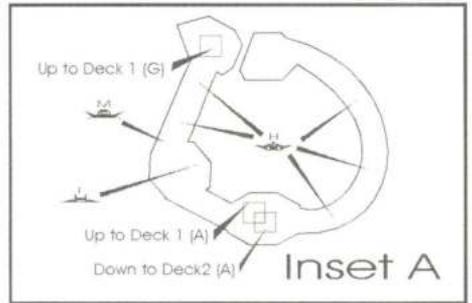
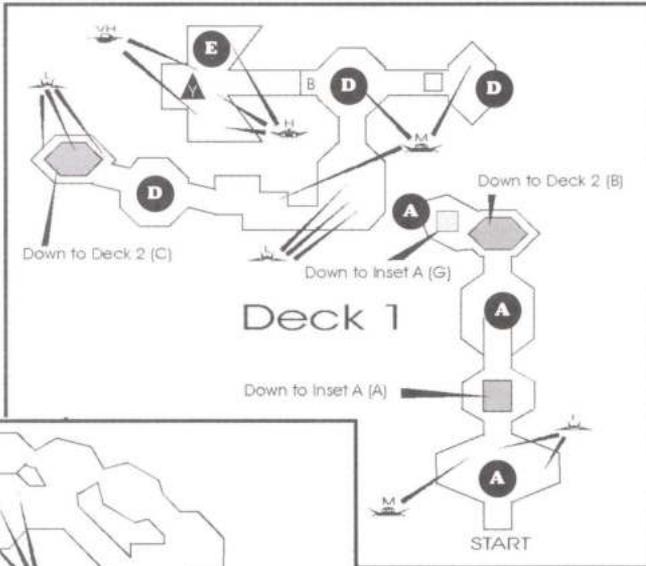


**Fig. 10-15.**  
An amazing top-down wire-  
frame of the entire level.



# DESCENT The Official Strategy Guide

## LEVEL 11 - ID SULPHUR MINE

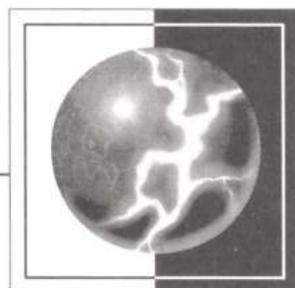


**LEGEND**

Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

**ROBOTS**

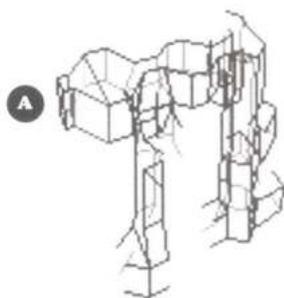
(C) Cloaked	x4 Amount	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



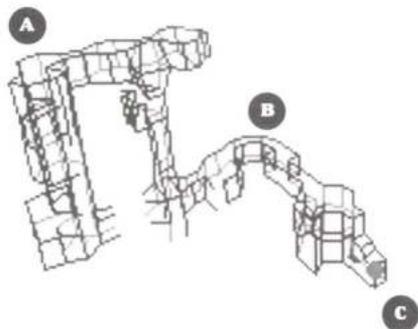
## The Story

This is a fairly small, triple-decker level in Jupiter orbit. All contact with the Jupiter outposts has been lost. I wouldn't expect a welcome wagon, however. If you've made it this far, we're impressed, by the way.

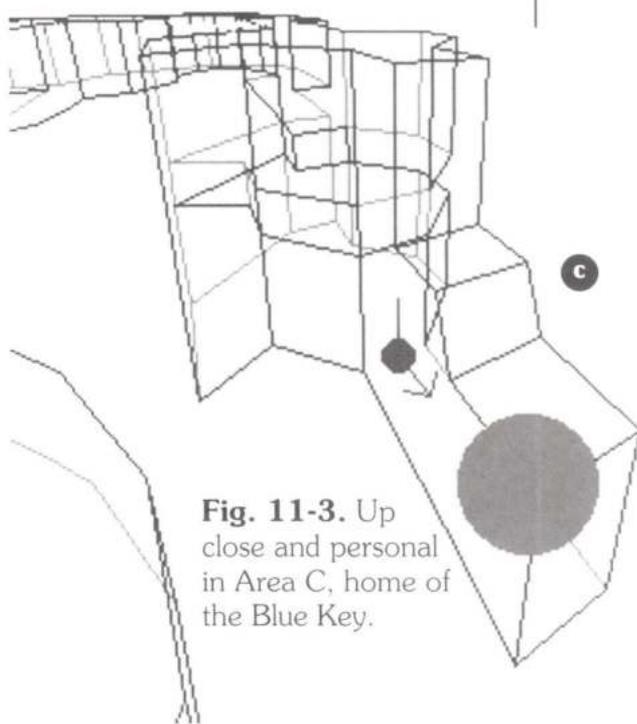
Prepare for *Descent* . . .



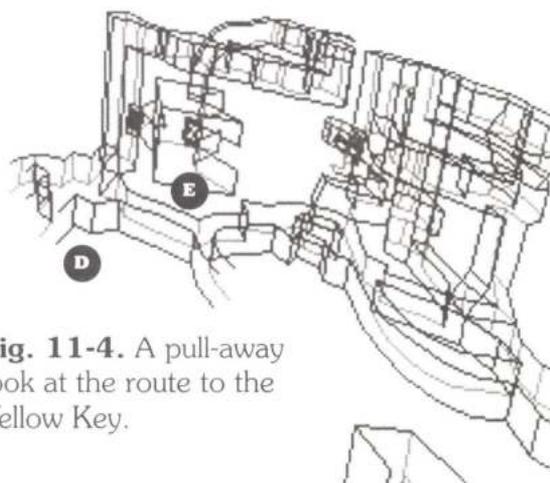
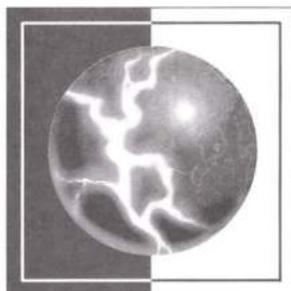
**Fig. 11-1.** A pull-away look at the starting point (Area A).



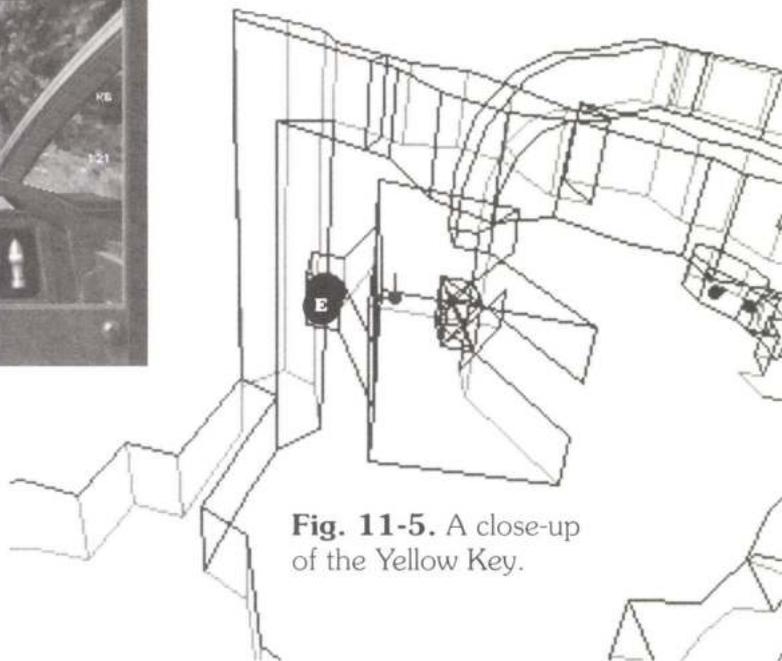
**Fig. 11-2.** A pull-away showing the route to the Blue Key (Area C).



**Fig. 11-3.** Up close and personal in Area C, home of the Blue Key.

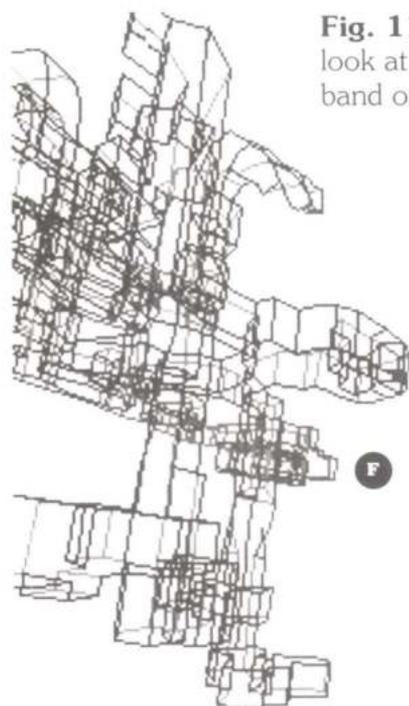


**Fig. 11-4.** A pull-away look at the route to the Yellow Key.

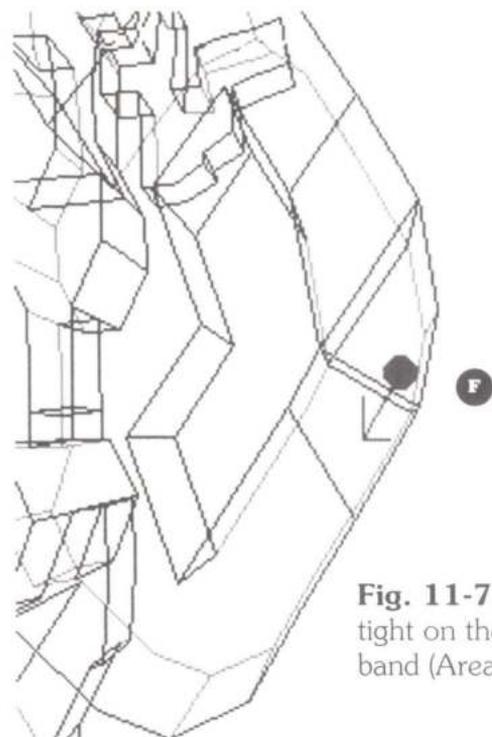


**Fig. 11-5.** A close-up of the Yellow Key.

## LEVEL 11    Io Sulphur Mine

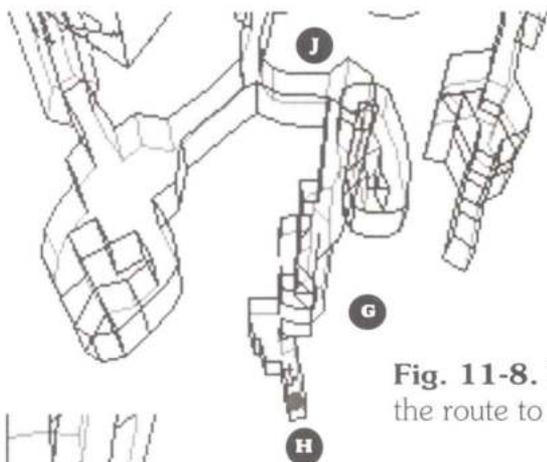
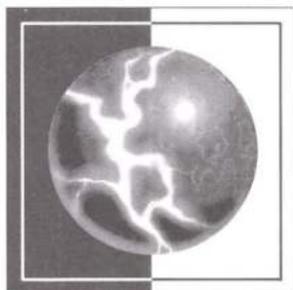


**Fig. 11-6.** A pull-away look at the massive fuel band on this level, Area F

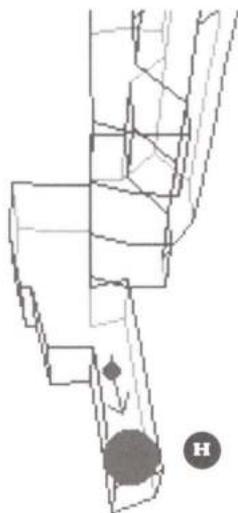


**Fig. 11-7.** In tight on the fuel band (Area F).

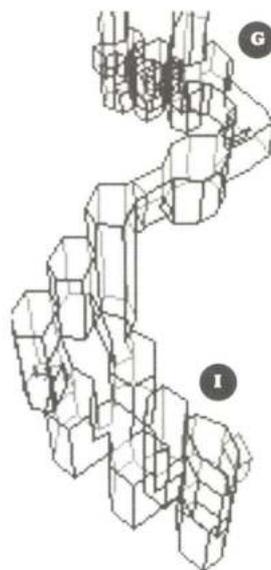




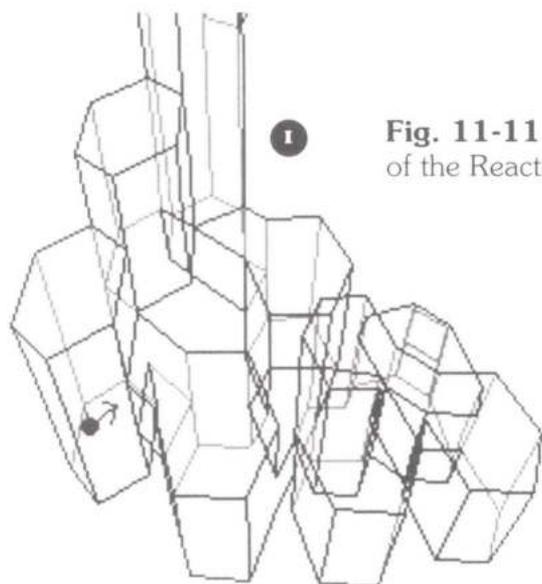
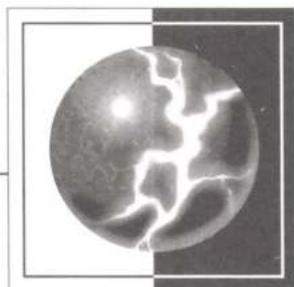
**Fig. 11-8.** Pull-away showing the route to the Red Key.



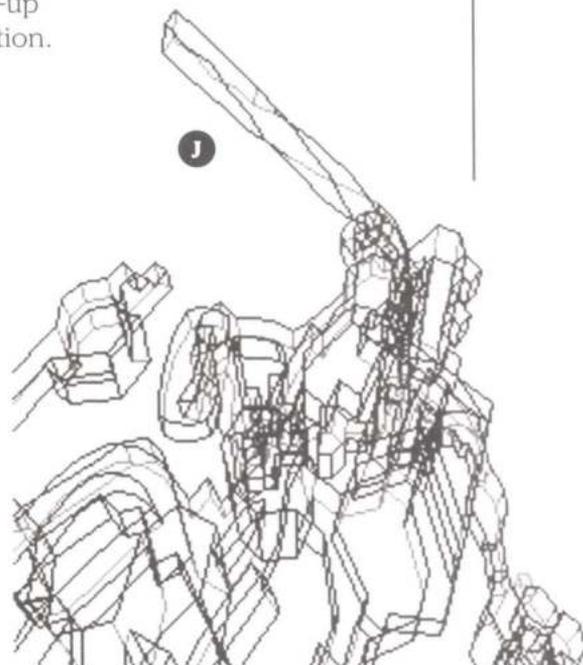
**Fig. 11-9.** A close-up of the Red Key.



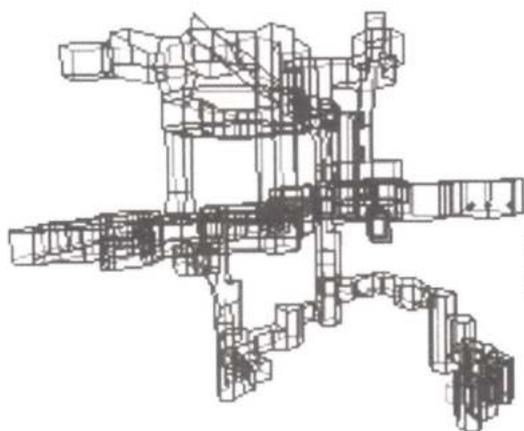
**Fig. 11-10.** An angled top-down showing the armlike extension which leads to the Reactor.



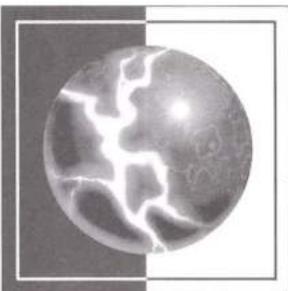
**Fig. 11-11.** Close-up of the Reactor location.



**Fig. 11-12.** A tangled pull-away showing the path to Area J, the level exit.

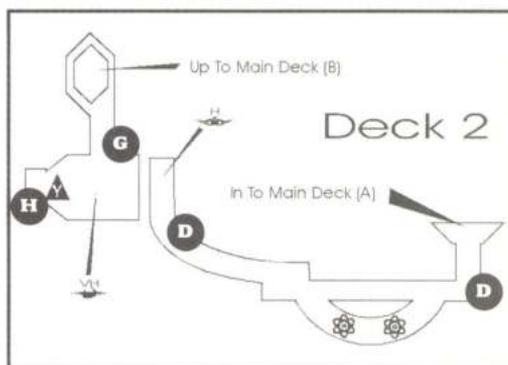
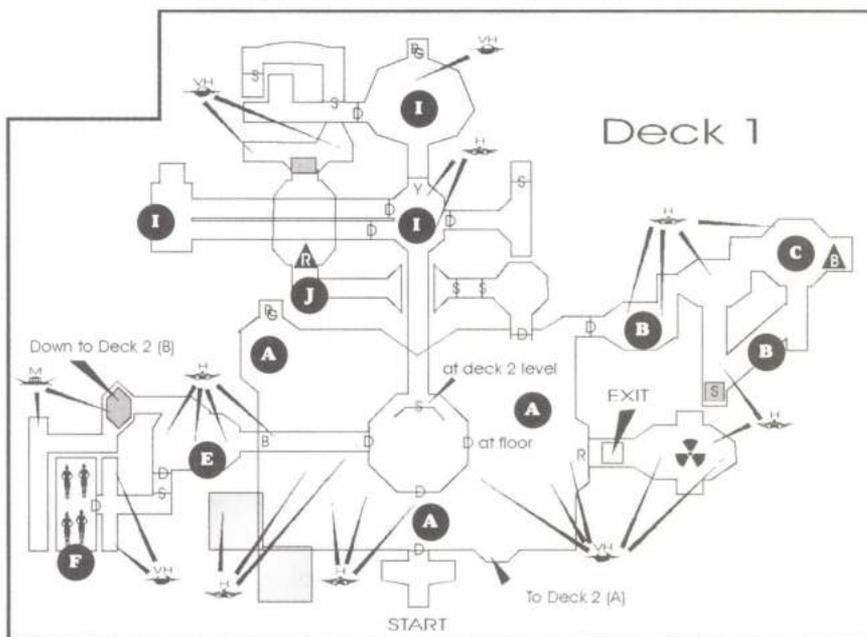


**Fig. 11-13.** Side view of the entire 11th level.



**DESCENT The Official Strategy Guide**

**LEVEL 12 -  
CALLISTO TOWER COLONY**

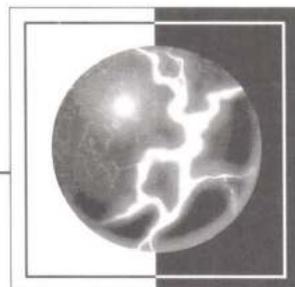


**LEGEND**

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**ROBOTS**

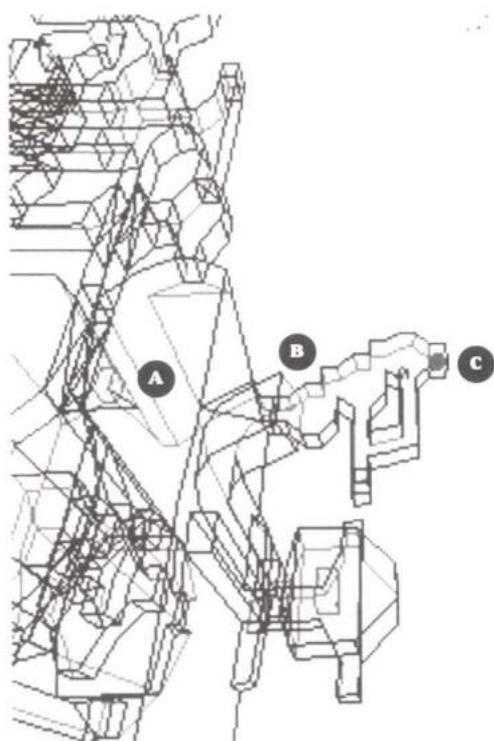
(C)	x 4					
Cloaked	Amount	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



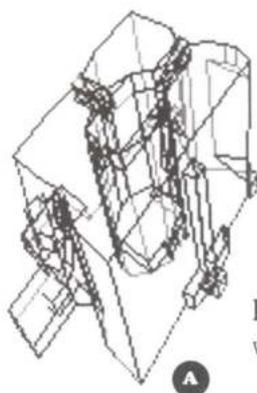
## The Story

You've done so well you now get to visit the fabled Tower Colony on Callisto. It used to be quite beautiful. Unfortunately, we haven't heard from them in quite a while, and so far, that hasn't exactly been a good sign. You know the drill, ace. Arm up and . . .

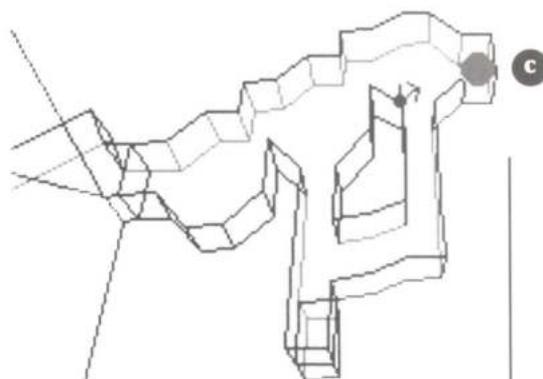
Prepare for *Descent* . . .



**Fig. 12-2.** A spooky pull-away shows what lies behind the starting point, as well as the alphabet route to the Blue Key (Area C).



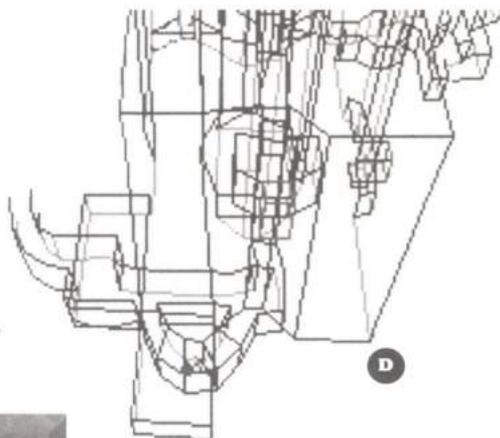
**Fig. 12-1.** Here's where we start.



**Fig. 12-3.** A tighter look at the Blue Key.

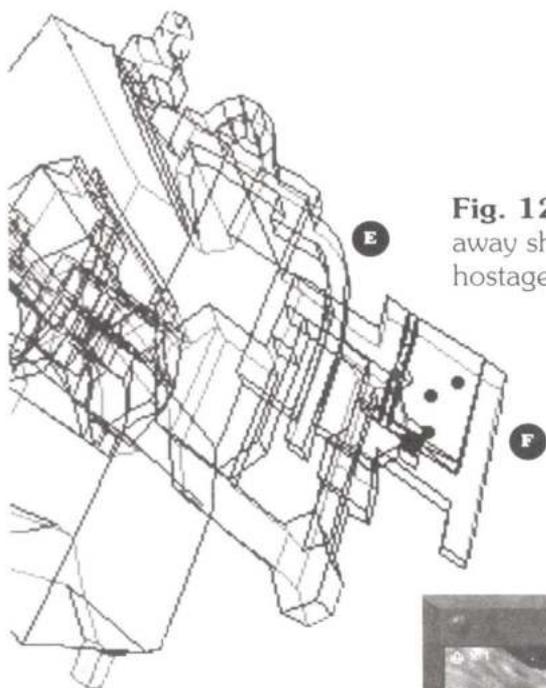
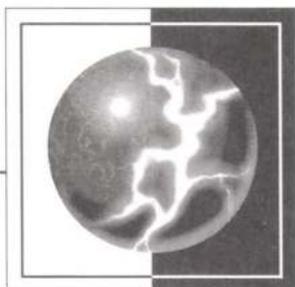


**Fig. 12-4.** We pull back to get a peek at the fuel band in Area D.

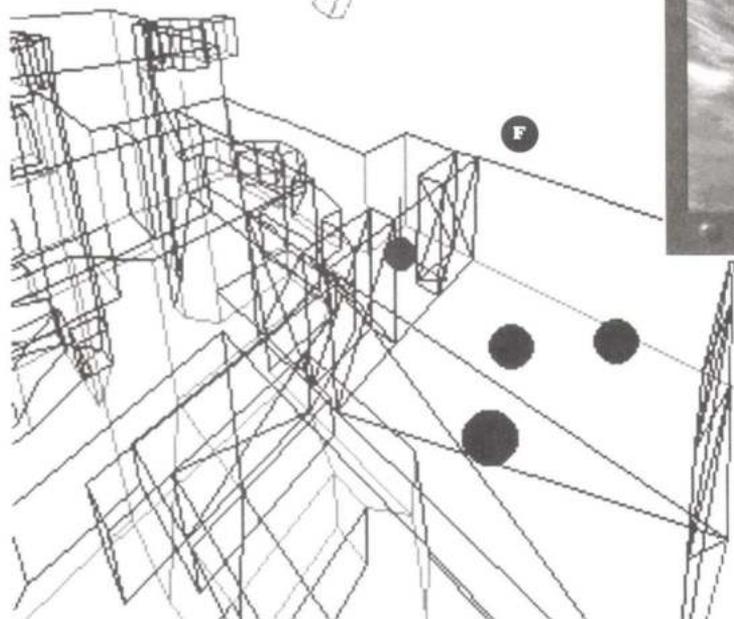


**Fig. 12-5.** A close-up of the fuel band.

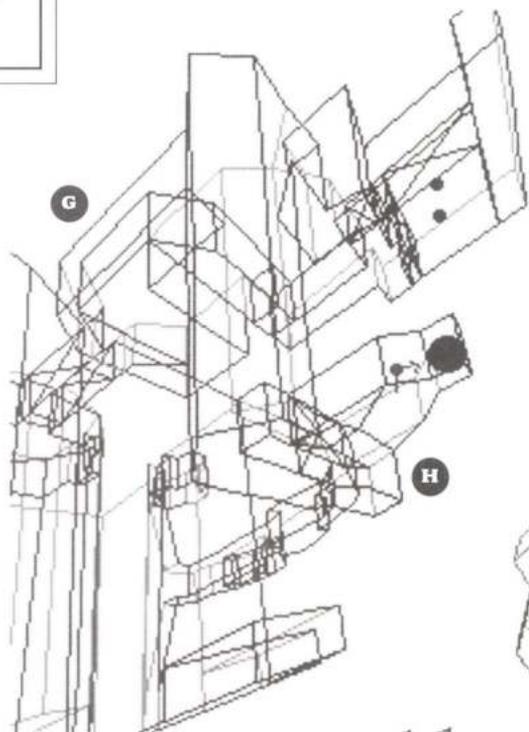
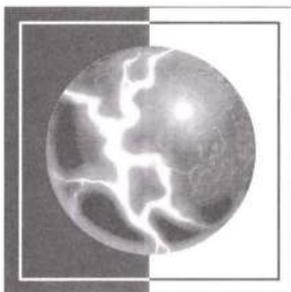




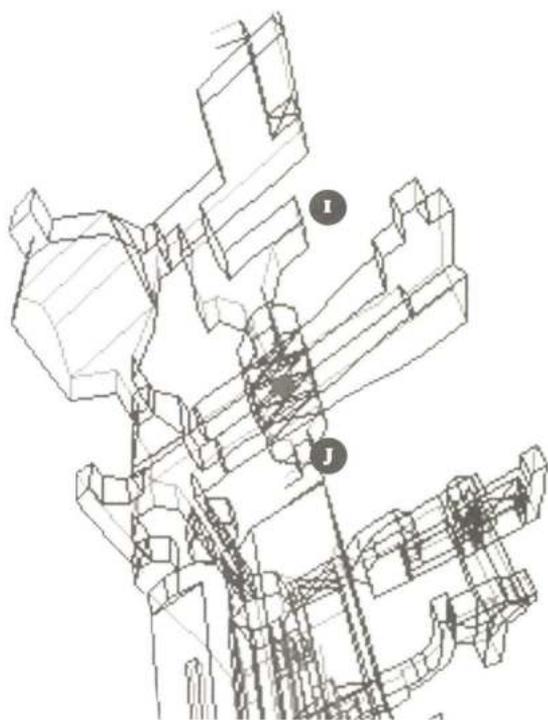
**Fig. 12-6.** A top-down pull-away shows the way to the hostages in Area F.



**Fig. 12-7.** A close-up of Area F, showing the hostages in the foreground.

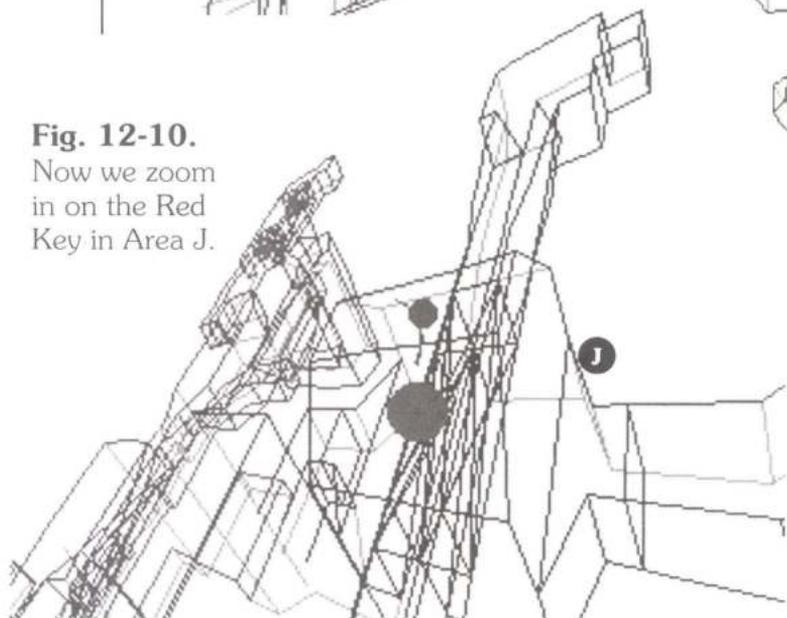


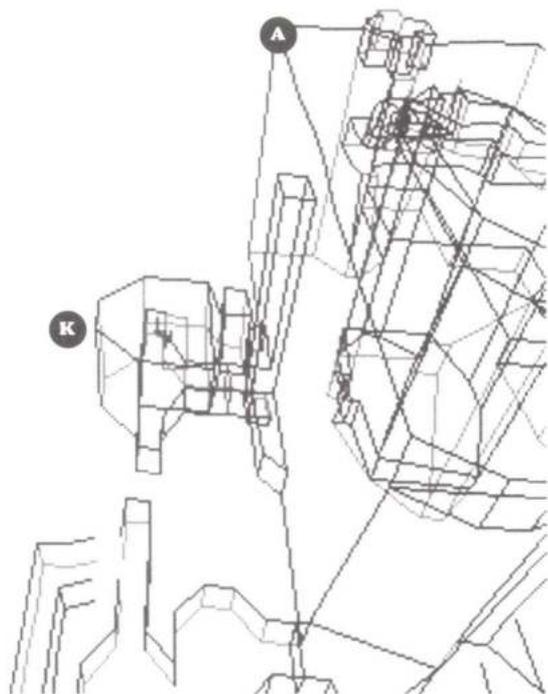
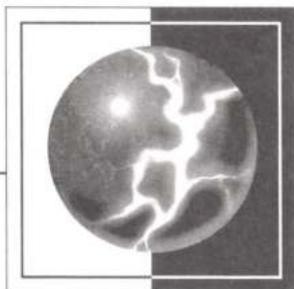
**Fig. 12-8.** Then the camera pulls back to show the adjoining Area H, which holds the Yellow Key.



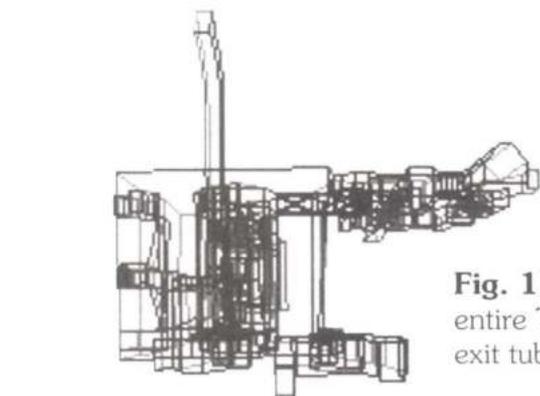
**Fig. 12-9.** A pull-away showing the direction to the Red Key in Area J.

**Fig. 12-10.** Now we zoom in on the Red Key in Area J.

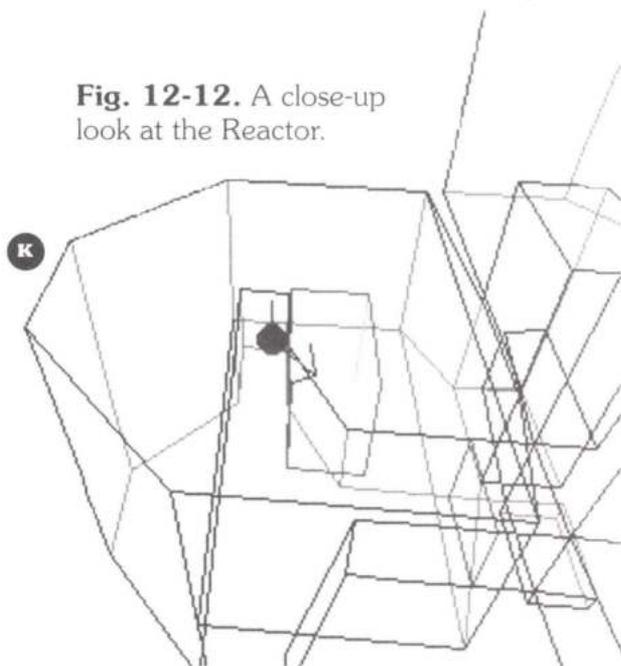




**Fig. 12-11.** A pull-away shows the location of the Reactor



**Fig. 12-13.** Side view of the entire Tower level, complete with exit tube area in foreground.

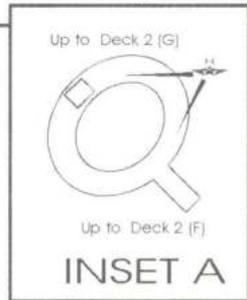
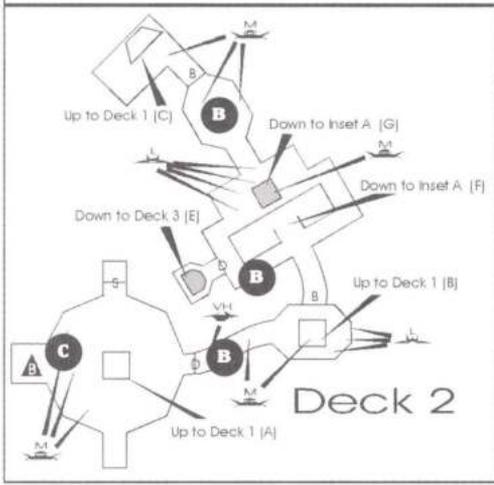
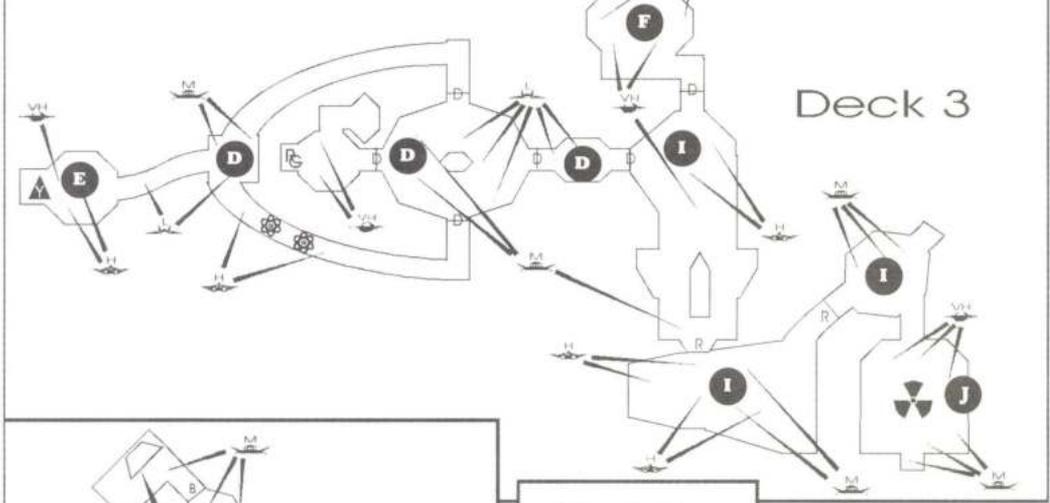
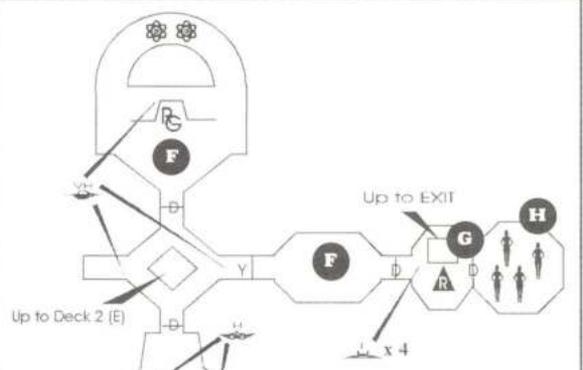
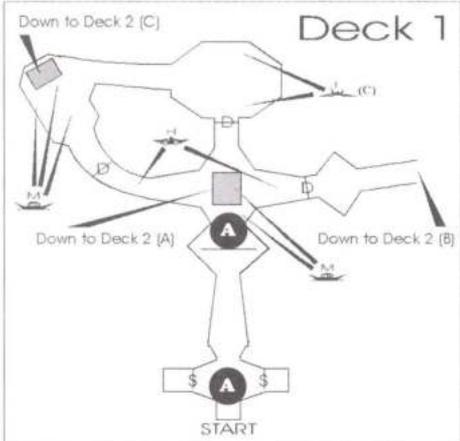


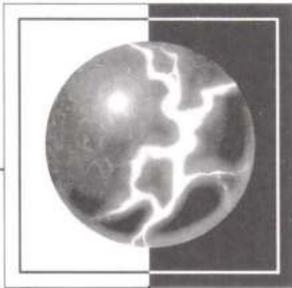
**Fig. 12-12.** A close-up look at the Reactor.



**DESCENT The Official Strategy Guide**

**LEVEL 13 -  
EUROPA MINING COLONY**



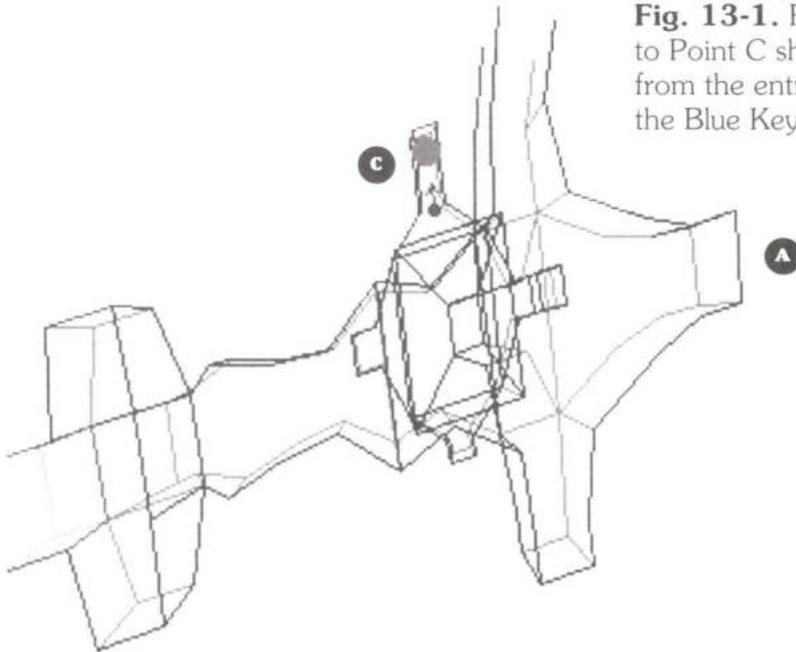


## The Story

The bad news: this level is downright scary. The good news: it's great preparation for Level 14, which will blow you away. It's the Ganymede Sulphur Mine, and if you get in quick, you are likely to have the element of surprise on your side. Yeah, right . . .

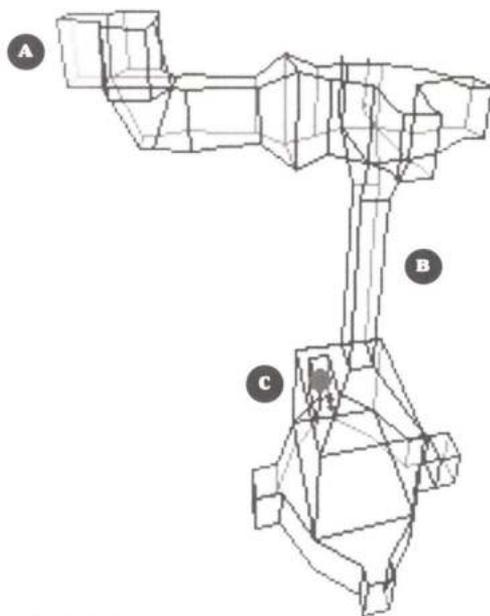
Prepare for *Descent* . . .

**Fig. 13-1.** From Point A to Point C shows the path from the entrance point to the Blue Key (Area C).

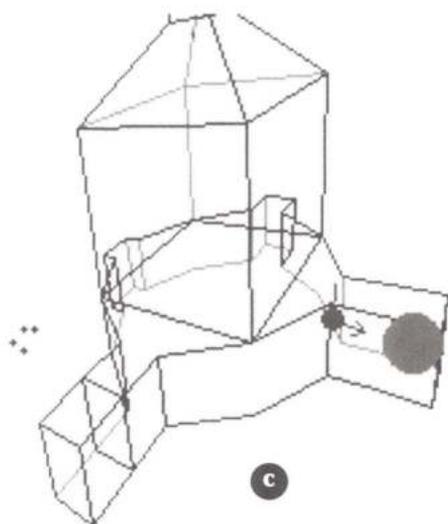


LEGEND												
Power	Reactor	Tunnel Down	Tunnel Up	Wapor Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

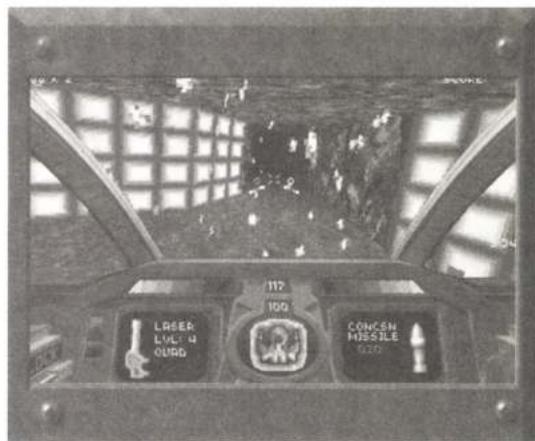
ROBOTS						
(C)	x4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss

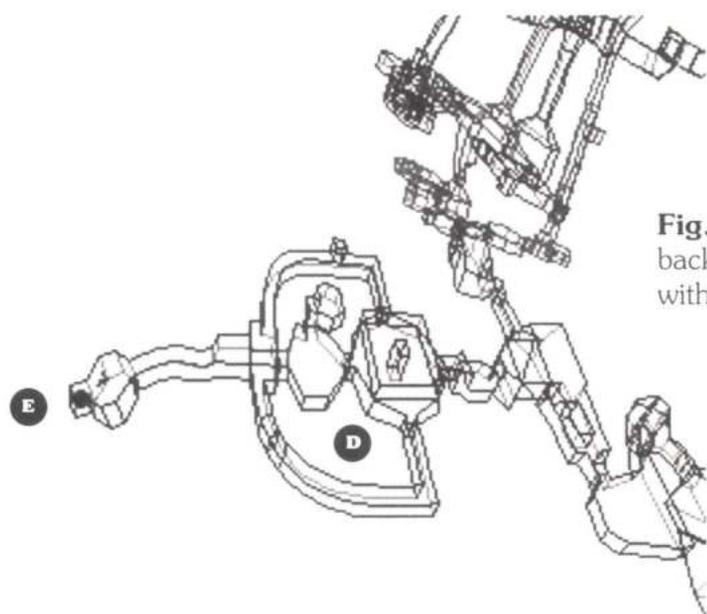
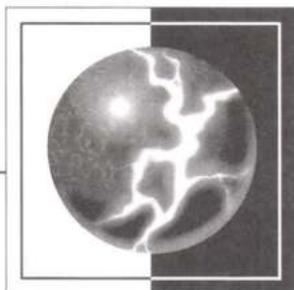


**Fig. 13-2.** A side view shows how Area B fits into the picture.

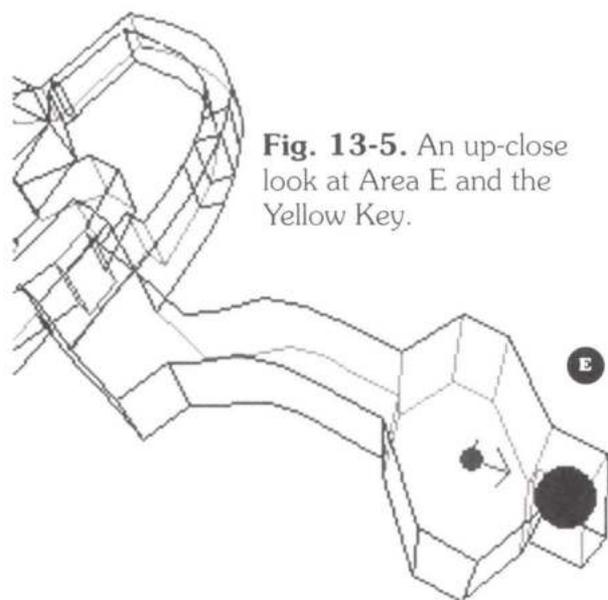


**Fig. 13-3.** A close-up of Area C, which contains the Blue Key.

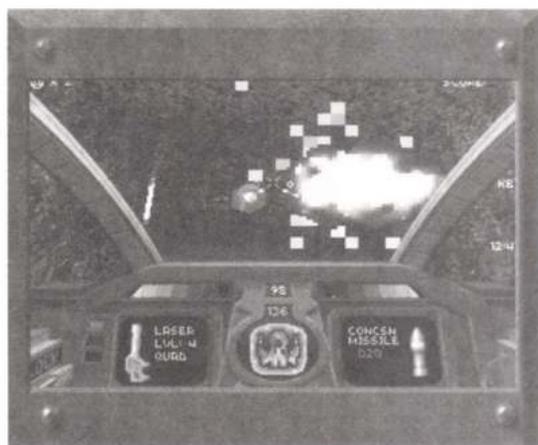


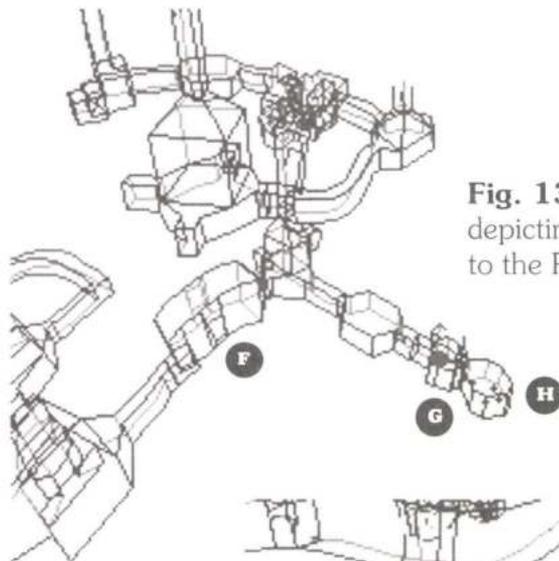
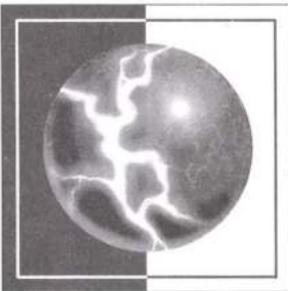


**Fig. 13-4.** Now let's pull back and stop your heart with a look at Areas D and E.

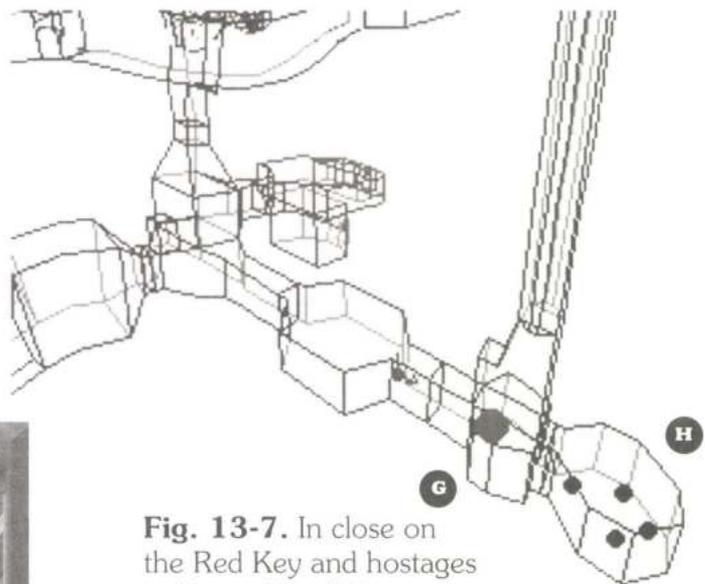


**Fig. 13-5.** An up-close look at Area E and the Yellow Key.



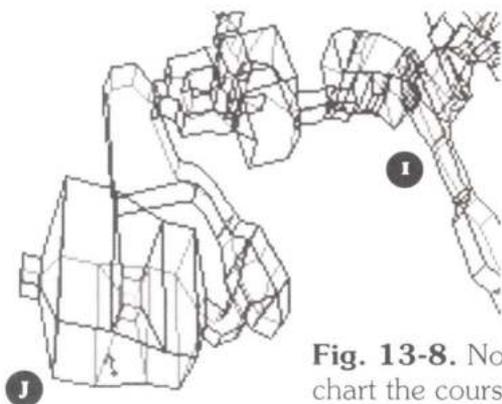
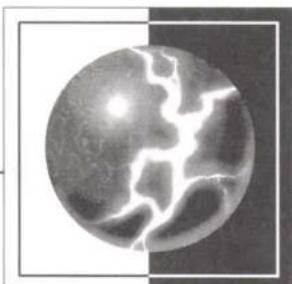


**Fig. 13-6.** A pull-away depicting the pathway to the Red Key (G).

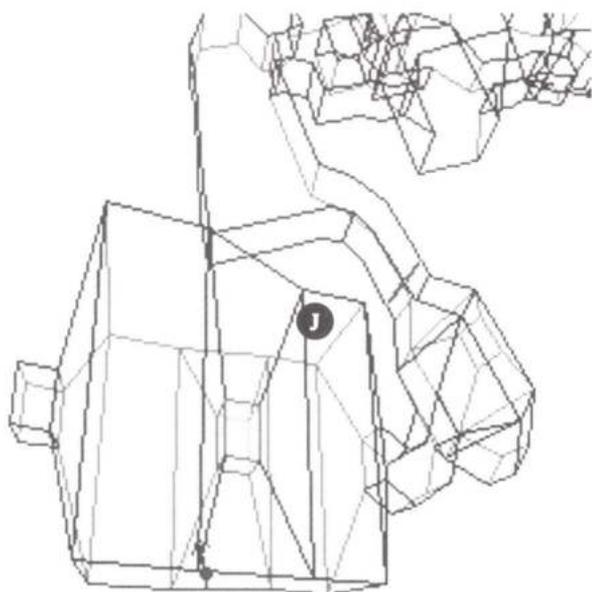


**Fig. 13-7.** In close on the Red Key and hostages in Areas G and H.



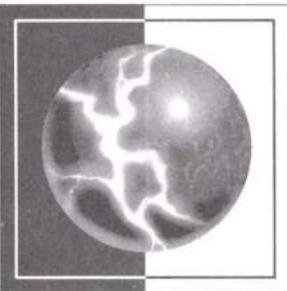


**Fig. 13-8.** Now we pull back to chart the course to the Reactor.



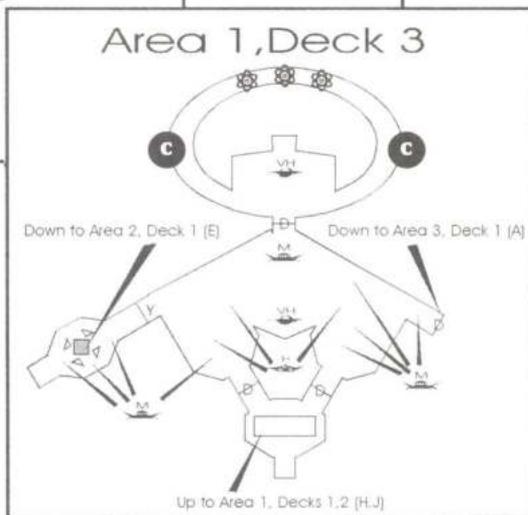
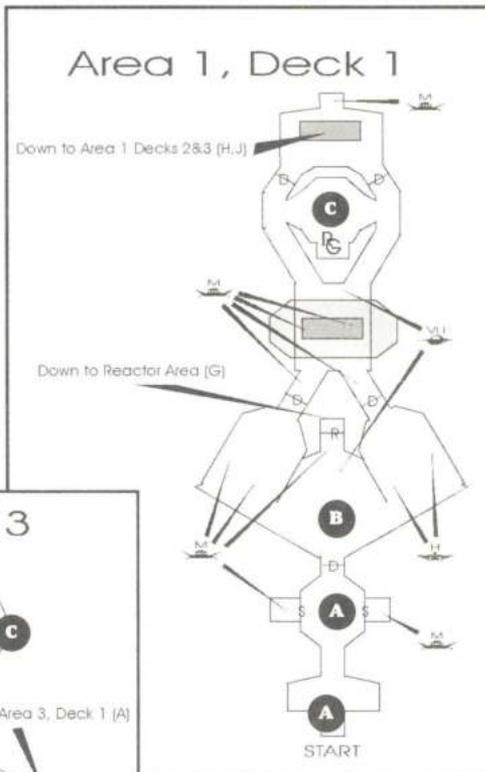
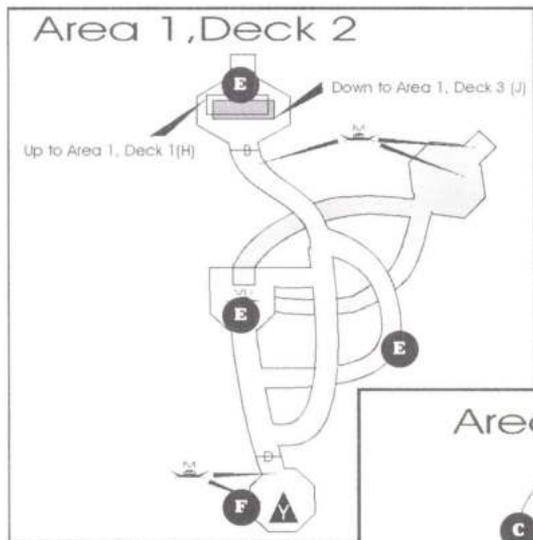
**Fig. 13-9.** A close-up of the Reactor (Area J). Then return to Area G through Areas I and F, and exit.





# DESCENT The Official Strategy Guide

## LEVEL 14 (PART 1) - GANYMEDE MILITARY BASE

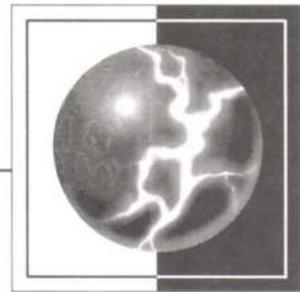


**LEGEND**

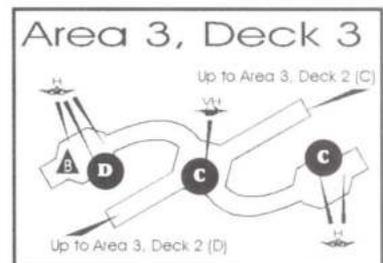
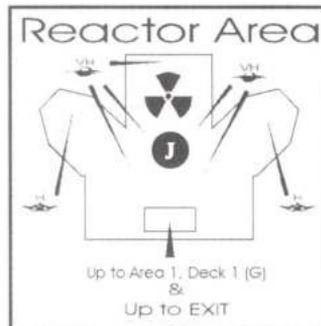
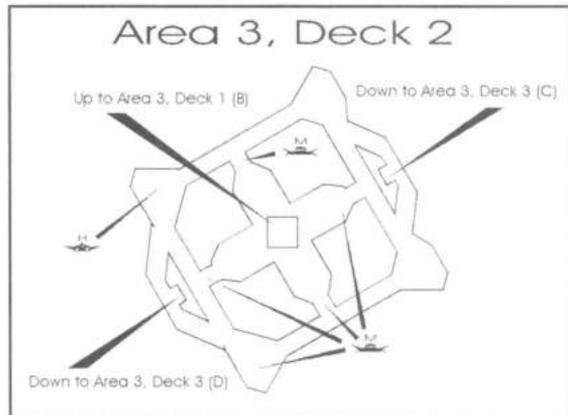
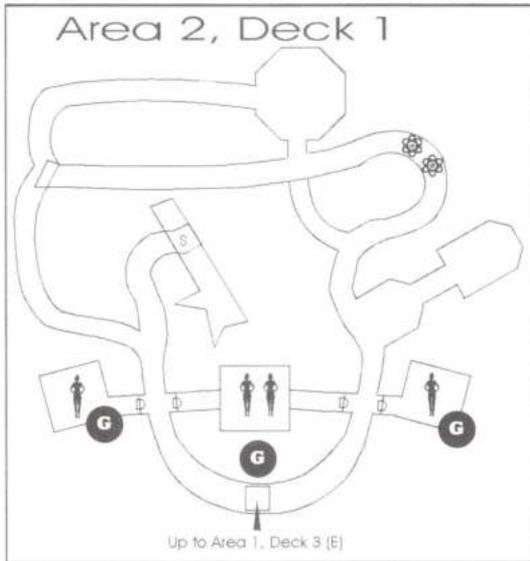
Power	Reactor	Tunnel Down	Tunnel Up	Scrub Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

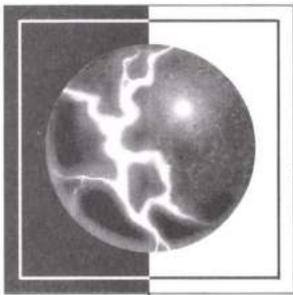
**ROBOTS**

(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



**LEVEL 14 (PART 2) -  
GANYMEDE MILITARY BASE**



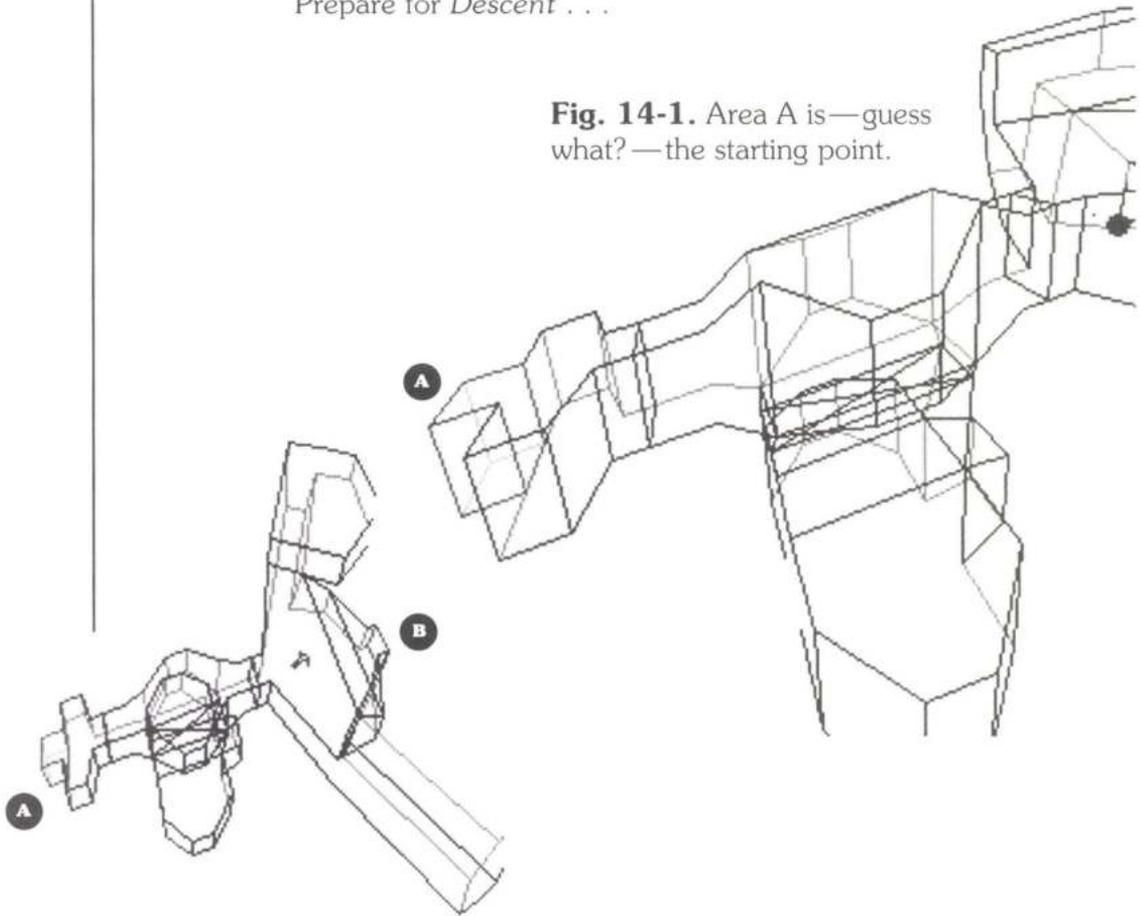


## The Story

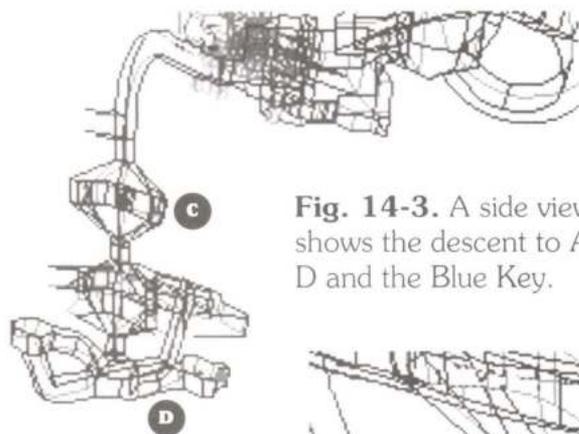
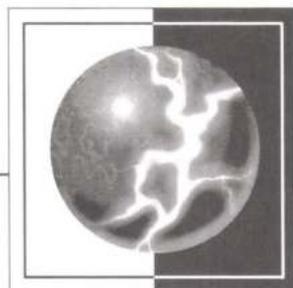
There's no way to prepare you for this level. It contains no fewer than eight decks and a Reactor Area. The base is broken up into three areas, and if you deal with them in the manner we suggest, you might actually make it. One step at a time, and . . .

Prepare for *Descent* . . .

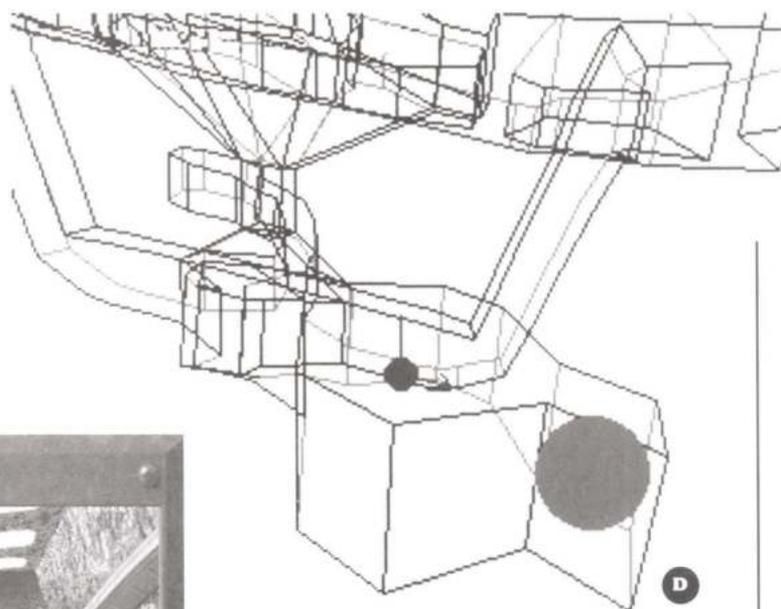
**Fig. 14-1.** Area A is—guess what?—the starting point.



**Fig. 14-2.** Move through Area A to Area B.

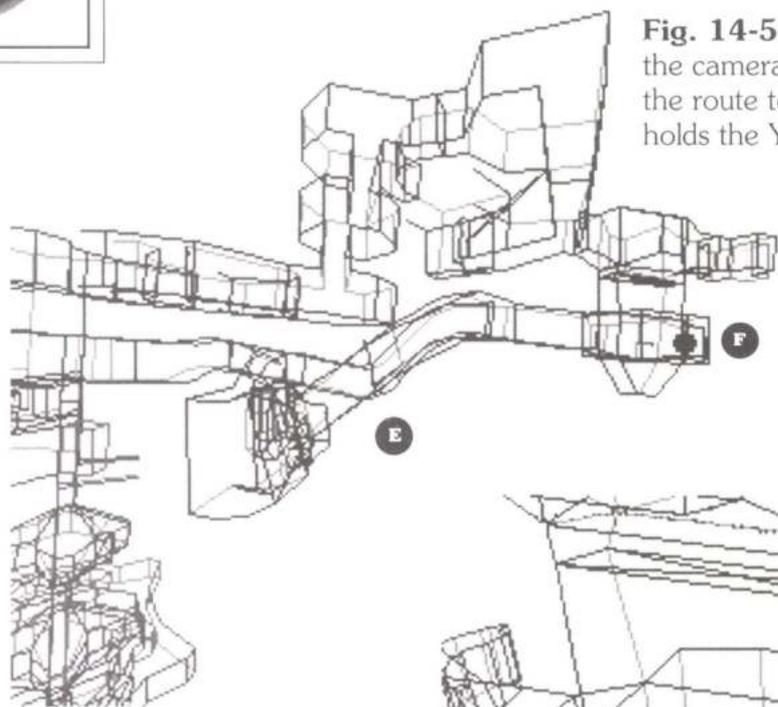
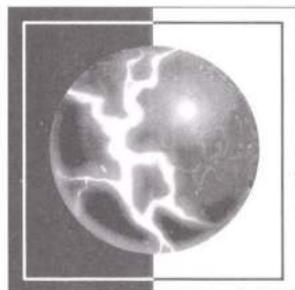


**Fig. 14-3.** A side view wireframe shows the descent to Areas C and D and the Blue Key.

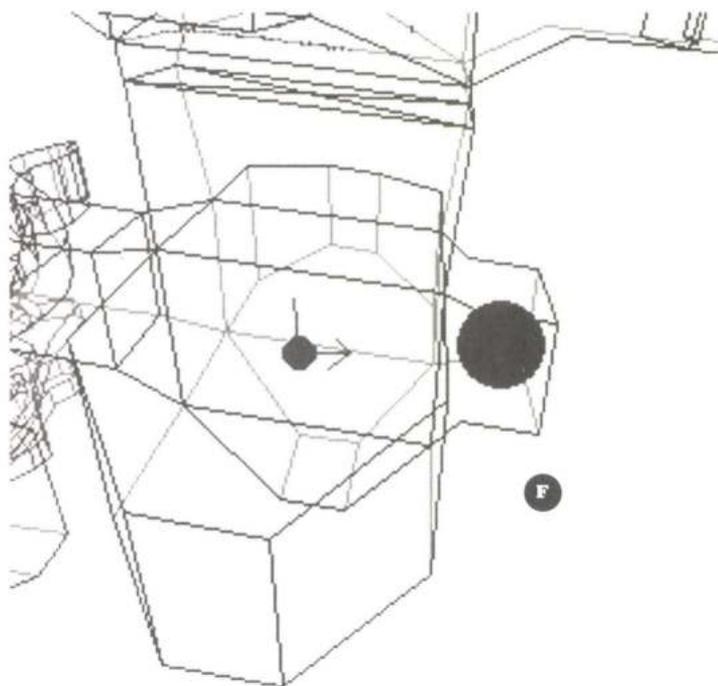


**Fig. 14-4.** A close-up of Area D and the Blue Key.





**Fig. 14-5.** Now we pull the camera back to show the route to Area F, which holds the Yellow Key.

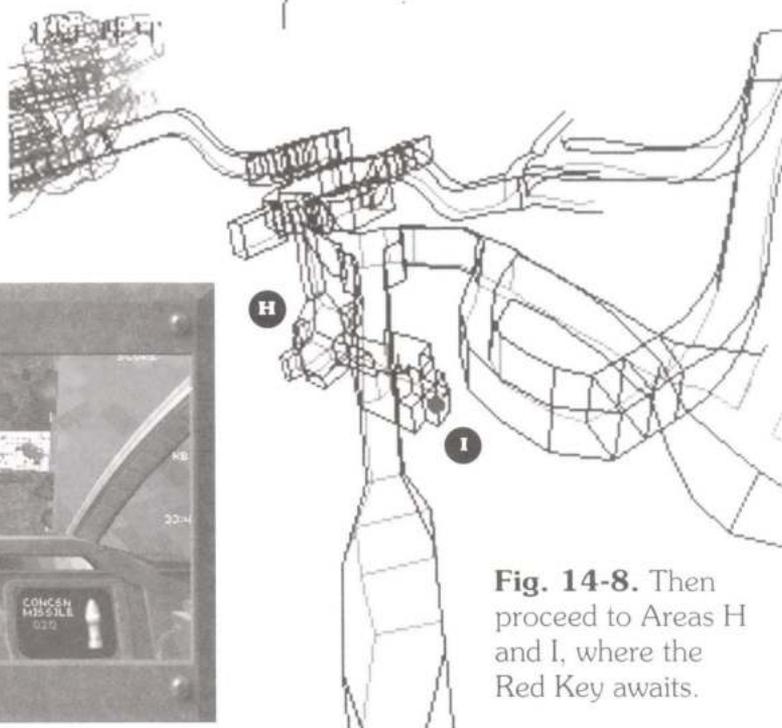


**Fig. 14-6.** In tight on the Yellow Key in Area F.



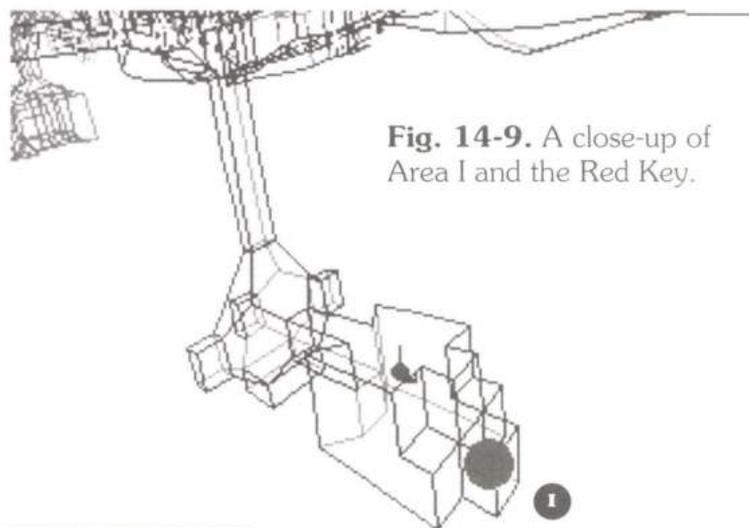
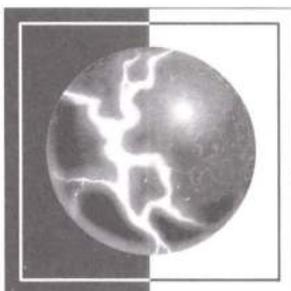


**Fig. 14-7.** Pull-away shows path to hostages in Area G.



**Fig. 14-8.** Then proceed to Areas H and I, where the Red Key awaits.

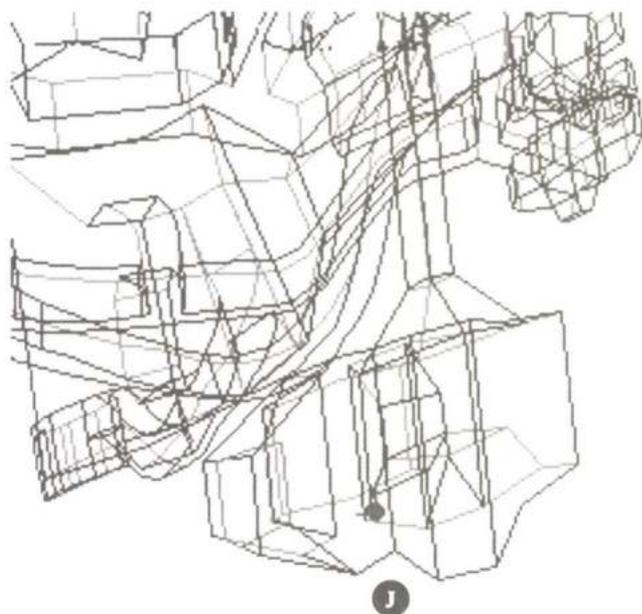


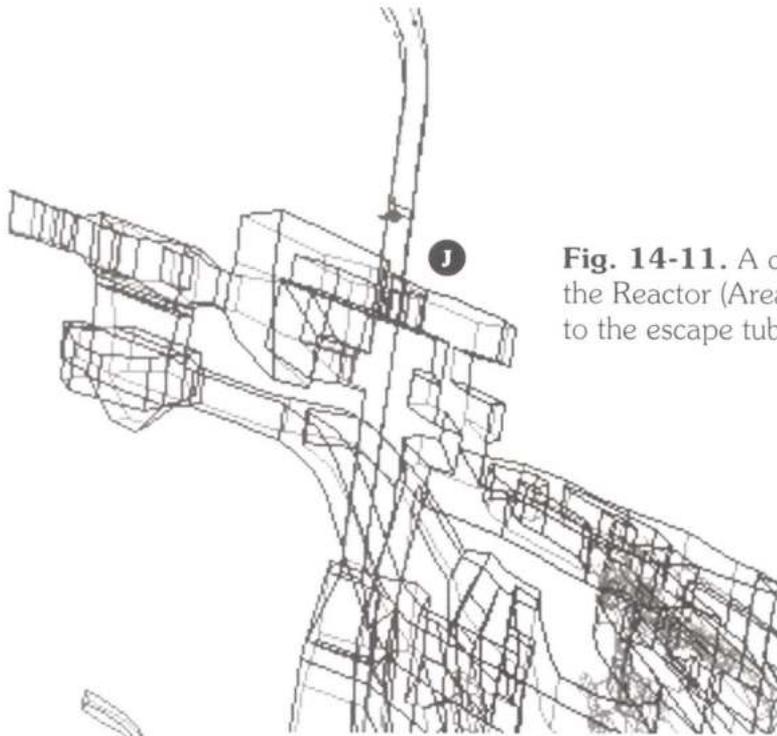
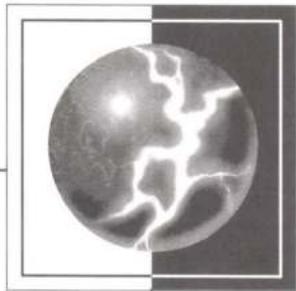


**Fig. 14-9.** A close-up of Area I and the Red Key.

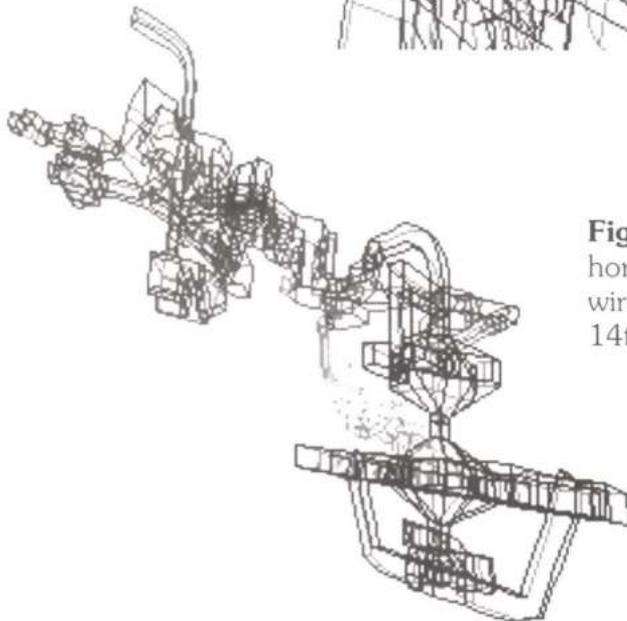


**Fig. 14-10.** A look at the Reactor in Area J.

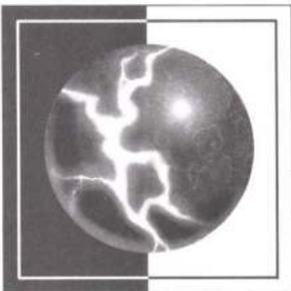




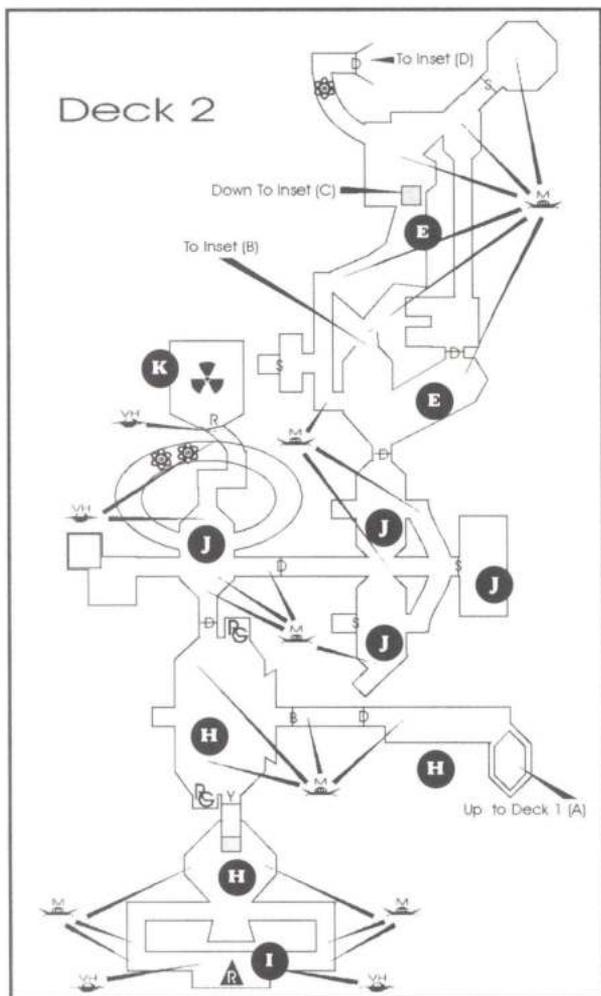
**Fig. 14-11.** A close-up of the Reactor (Area J), leading to the escape tube.



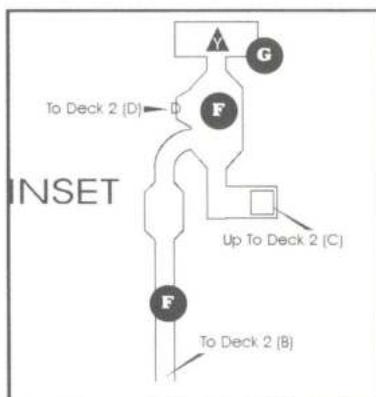
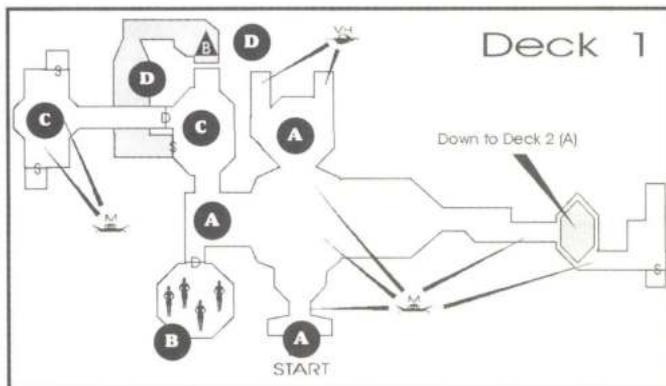
**Fig. 14-12.** A positively horrific-looking side view wireframe of the awesome 14th level.



# DESCENT The Official Strategy Guide

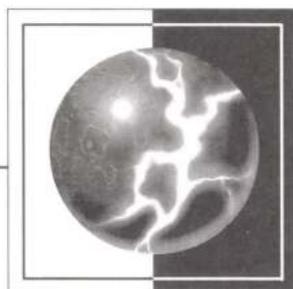


## LEVEL 15 - EUROPA DIAMOND MINE



LEGEND												

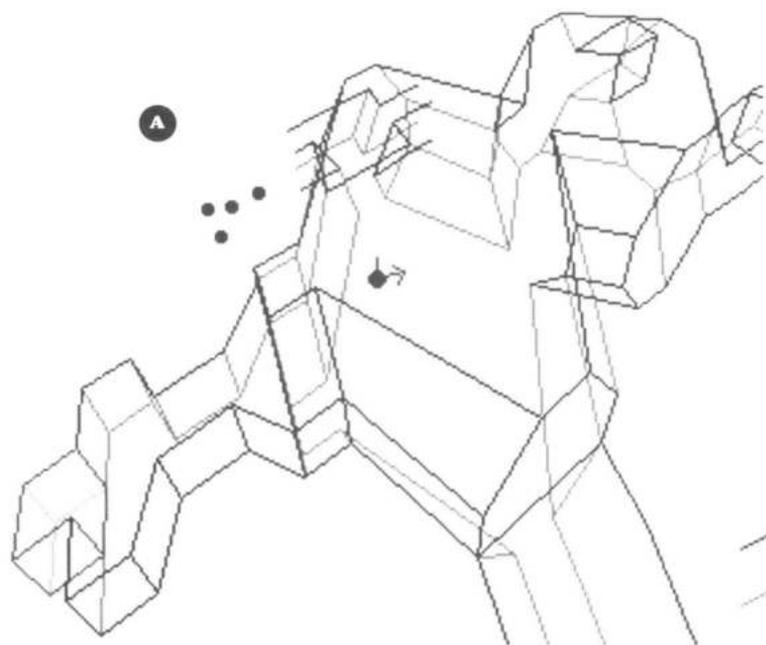
ROBOTS						
(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



## The Story

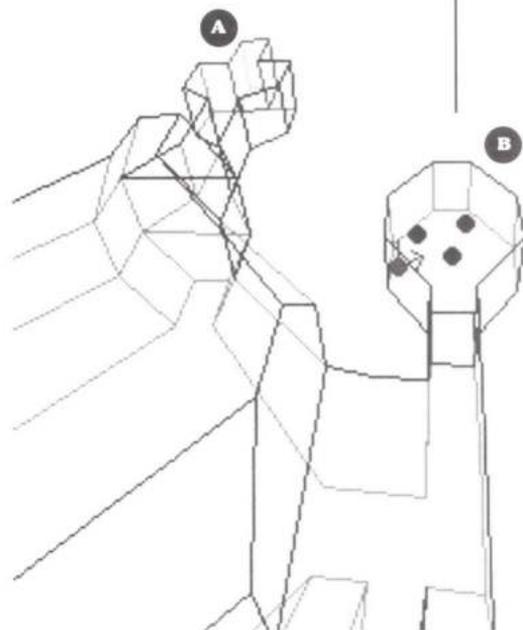
You need a story at this point? Then read the intro screens. We can give you the lowdown on your next target, however, a double-decker mining outpost with some tricky navigation demands.

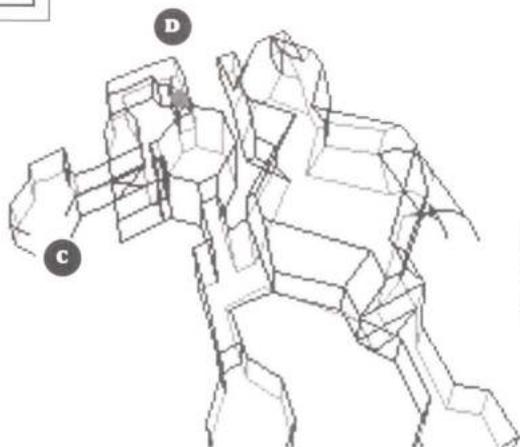
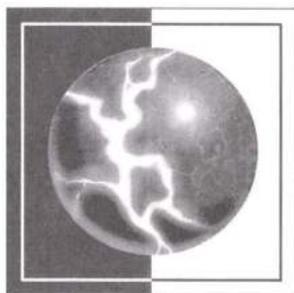
Prepare for *Descent* . . .



**Fig. 15-1.** An unorthodox look at the game's starting point.

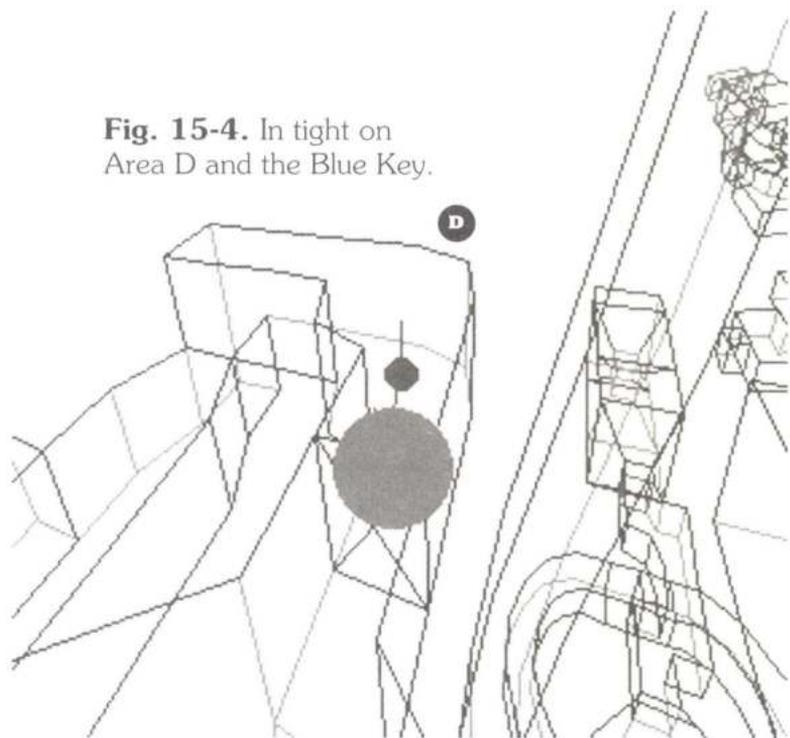
**Fig. 15-2.** The hostages are right next door in Area B, so go get 'em, baby.

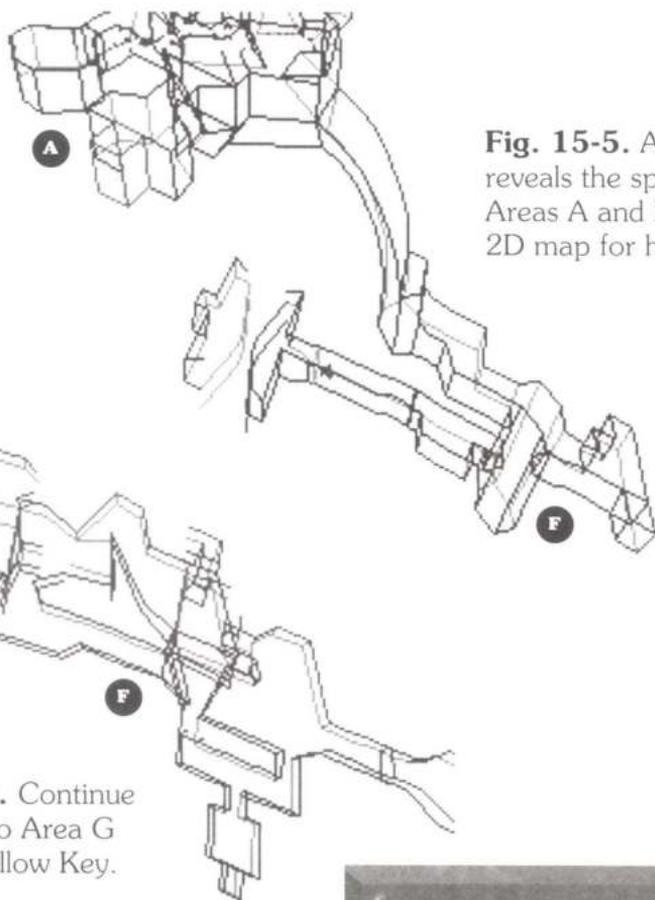
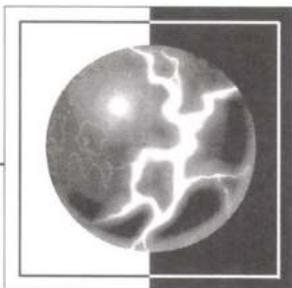




**Fig. 15-3.** Although the Blue Key itself is not visible, this wireframe shows the way.

**Fig. 15-4.** In tight on Area D and the Blue Key.





**Fig. 15-5.** A pull-away reveals the space between Areas A and F. Consult the 2D map for help on this one.

**Fig. 15-6.** Continue the route to Area G and the Yellow Key.



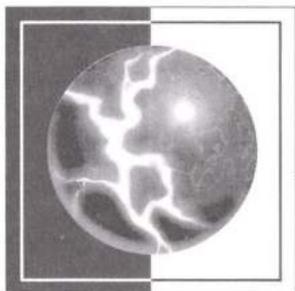
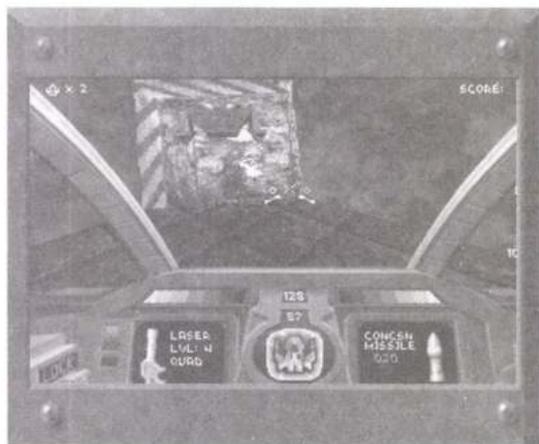
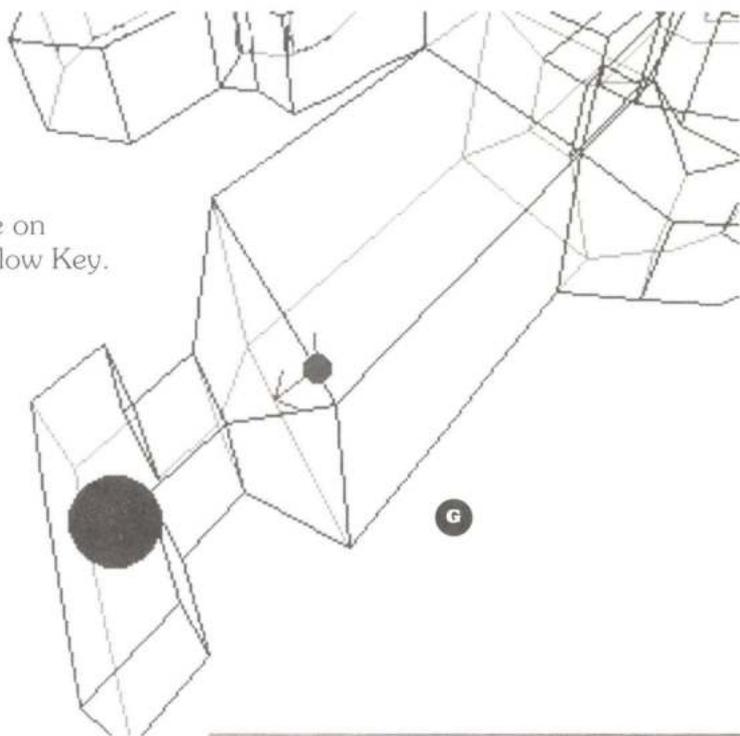
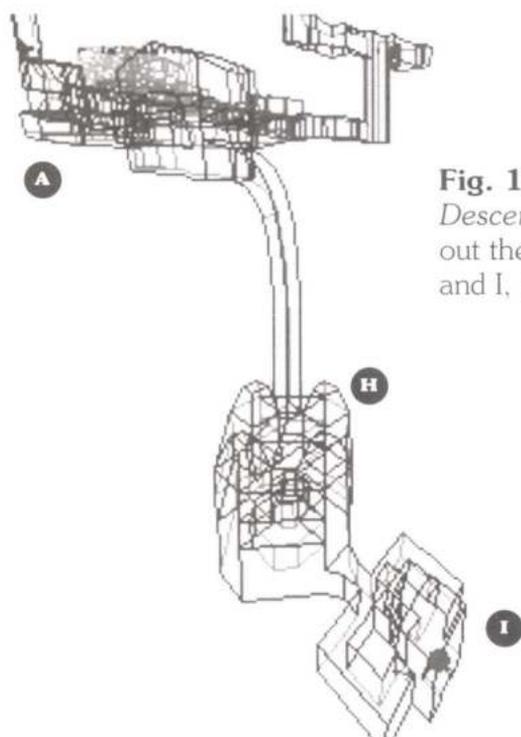
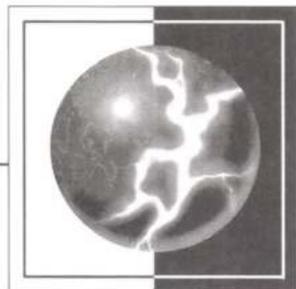
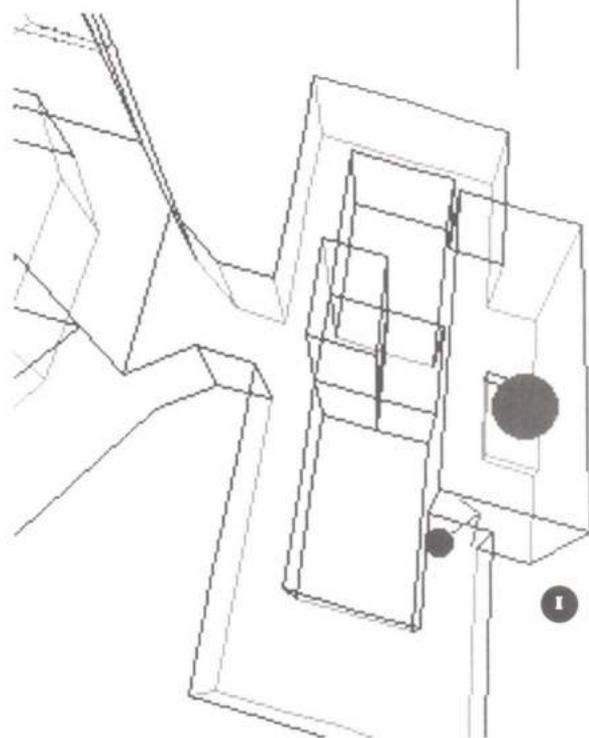


Fig. 15-7. In close on Area G and the Yellow Key.

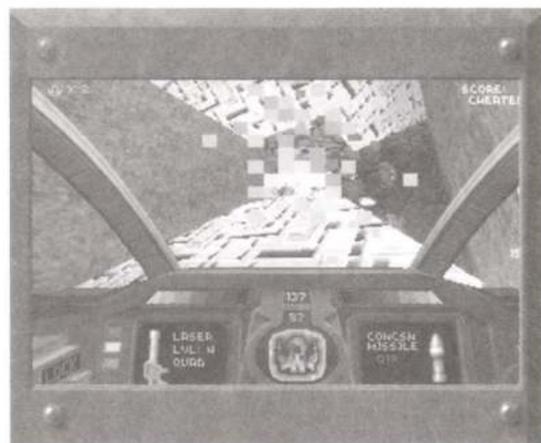




**Fig. 15-8.** Now we pull that *Descent-cam* back and check out the plunge into Areas H and I, home of the Red Key.

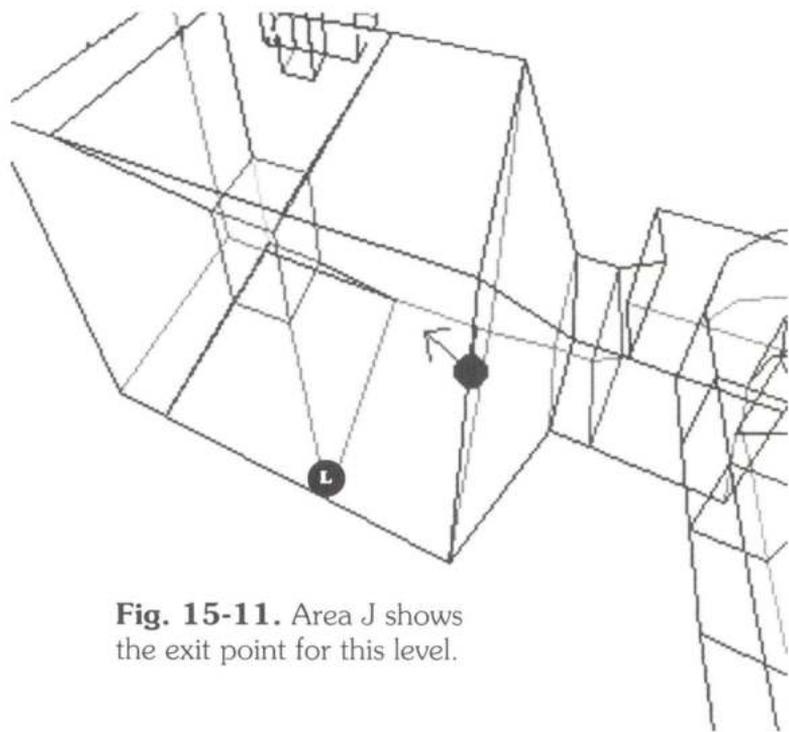
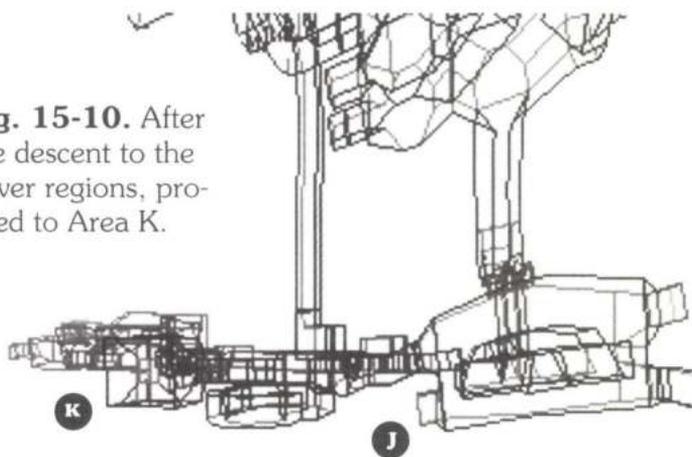


**Fig. 15-9.** A close-up of the Red Key in Area I.



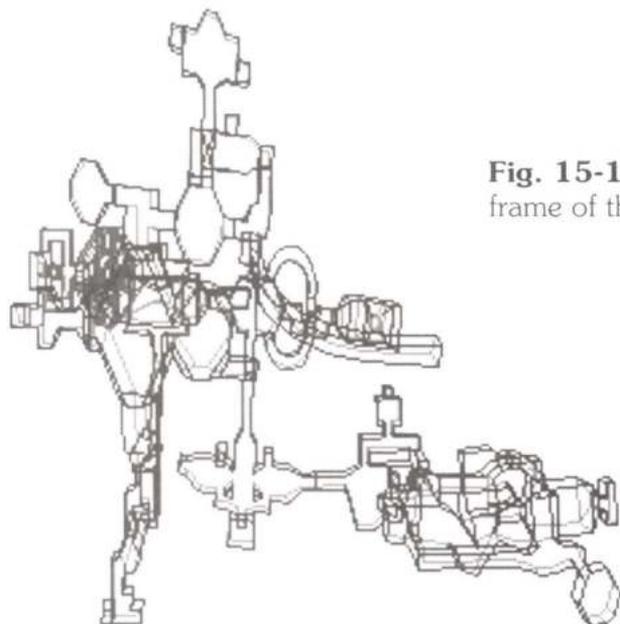
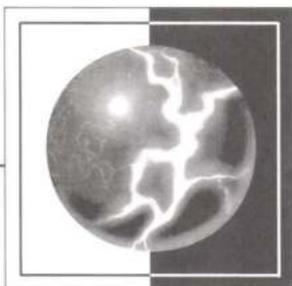


**Fig. 15-10.** After the descent to the lower regions, proceed to Area K.

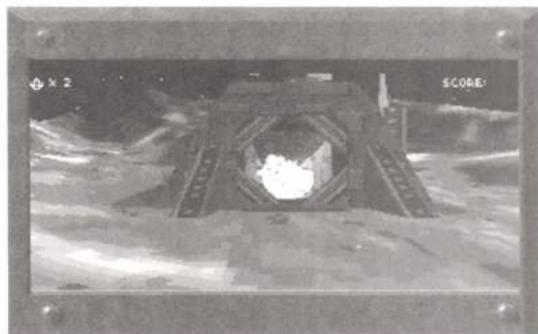
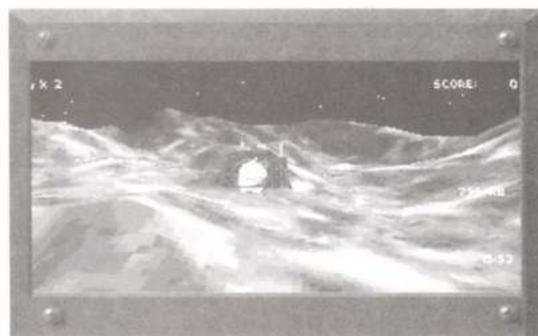


**Fig. 15-11.** Area J shows the exit point for this level.

## LEVEL 15 Europa Diamond Mine



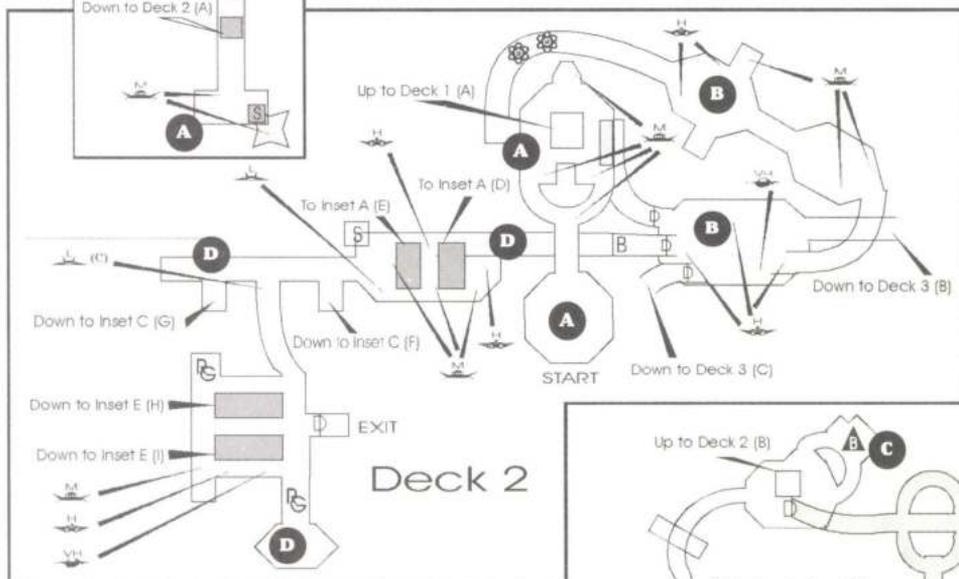
**Fig. 15-12.** A topdown wire-frame of the entire 15th level.



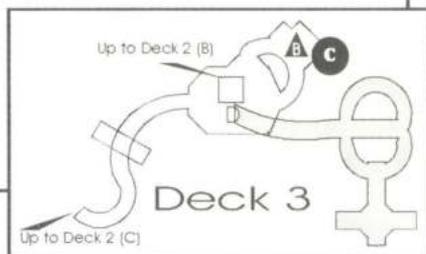
**Deck 1**



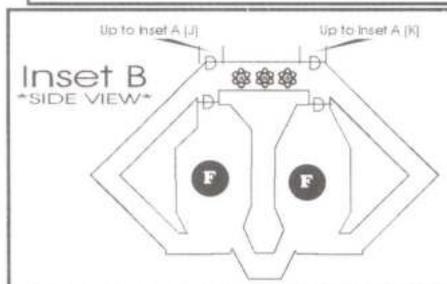
**LEVEL 16 -  
HYPERION METHANE MINE**



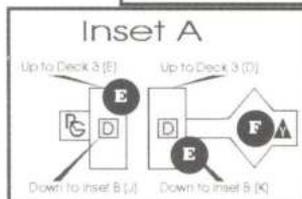
**Deck 2**



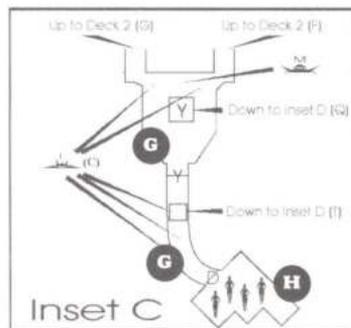
**Deck 3**



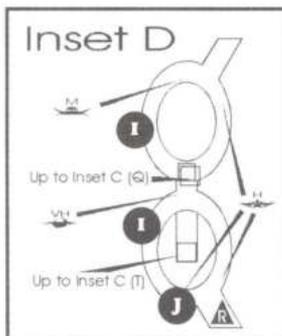
**Inset B  
"SIDE VIEW"**



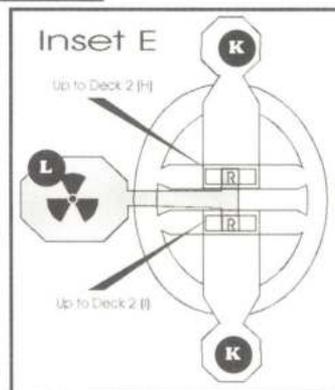
**Inset A**



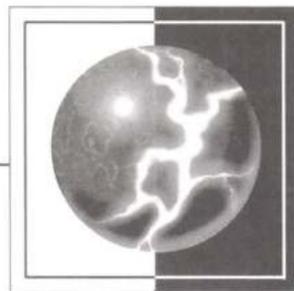
**Inset C**



**Inset D**



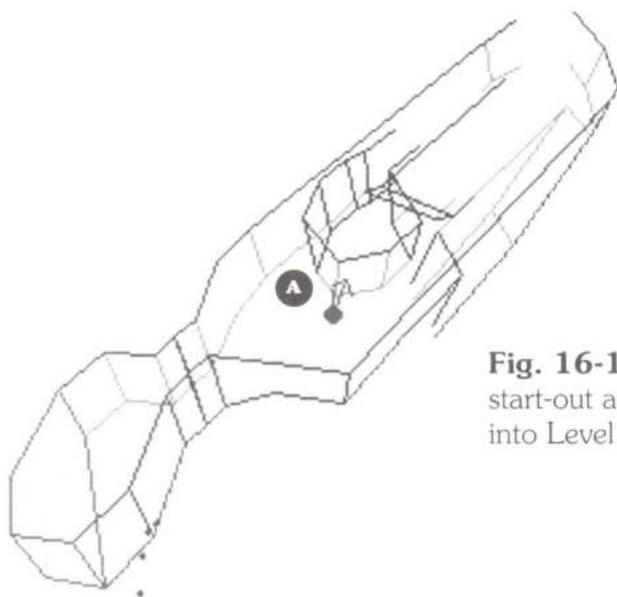
**Inset E**



## The Story

A triple-decker threat, this mine is shaped something like a huge key, with a dual-sectioned level in the center. Study the 2-D map very carefully here since this level is tricky.

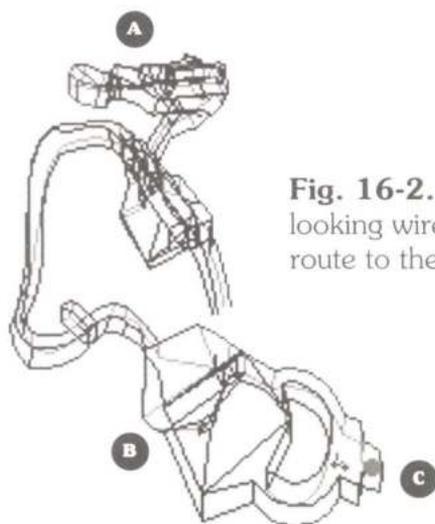
Prepare for *Descent* . . .



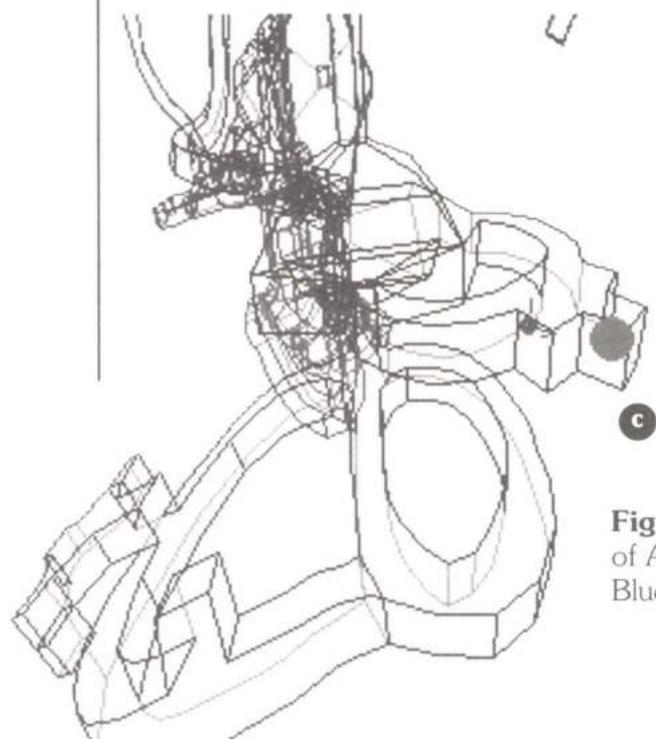
**Fig. 16-1.** The coffin-shaped start-out area launches you into Level 16.

LEGEND												
Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostages

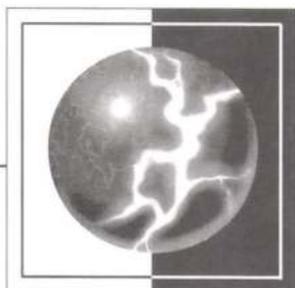
ROBOTS						
(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



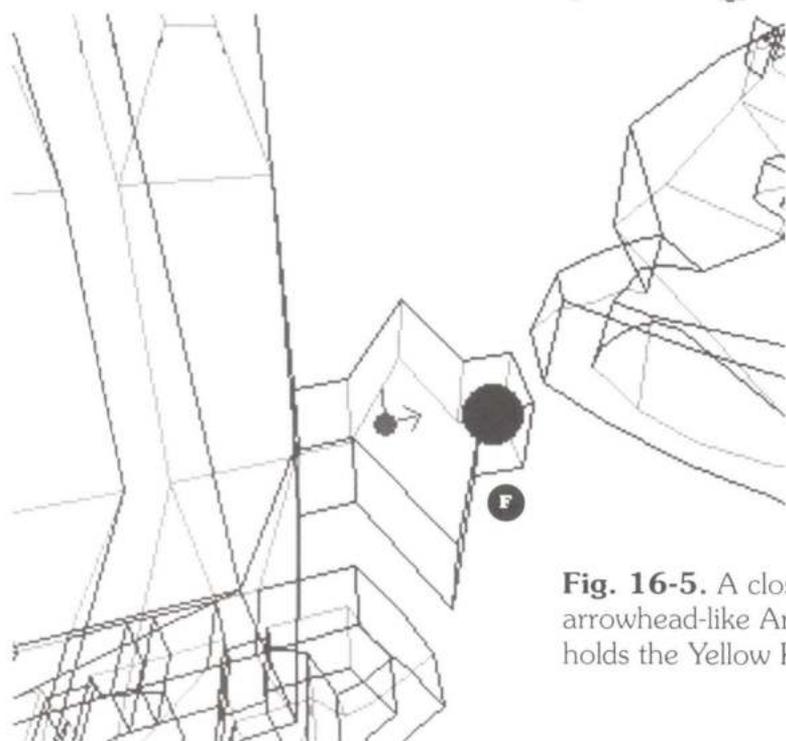
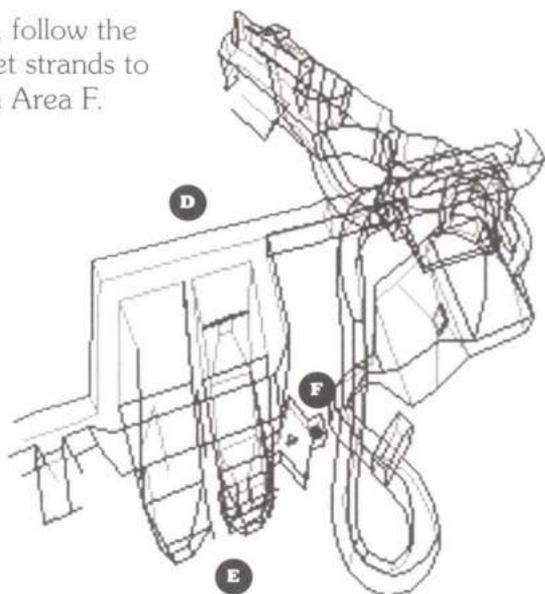
**Fig. 16-2.** This complicated-looking wireframe tracks the route to the Blue Key in Area C.



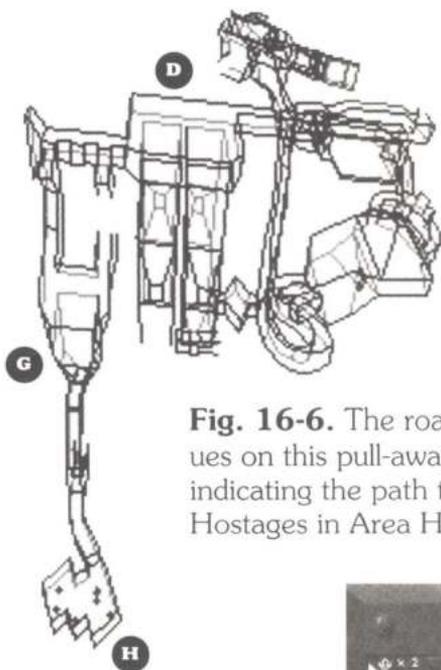
**Fig. 16-3.** Close-up of Area C where the Blue Key is waiting.



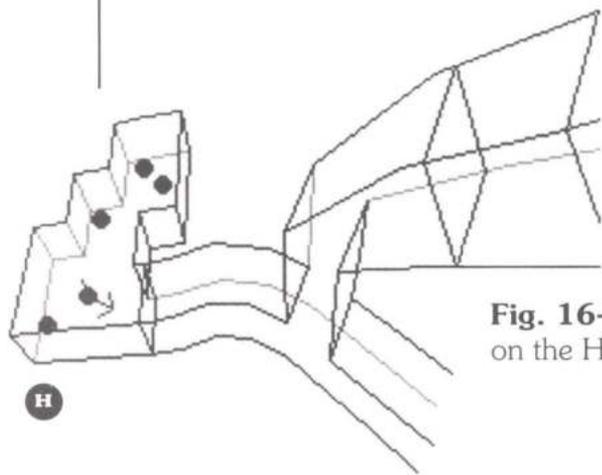
**Fig. 16-4.** Next, follow the pasta-like alphabet strands to the Yellow Key in Area F.



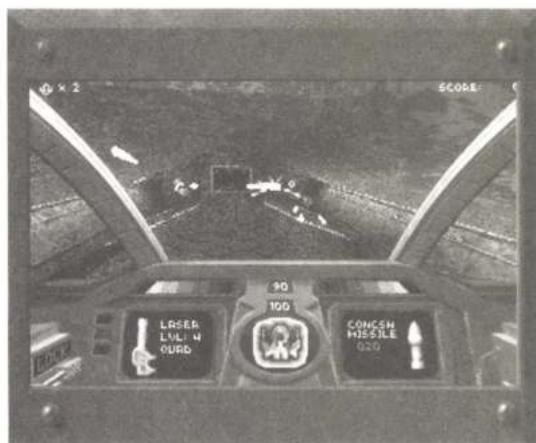
**Fig. 16-5.** A close-up of tiny, arrowhead-like Area F, which holds the Yellow Key.

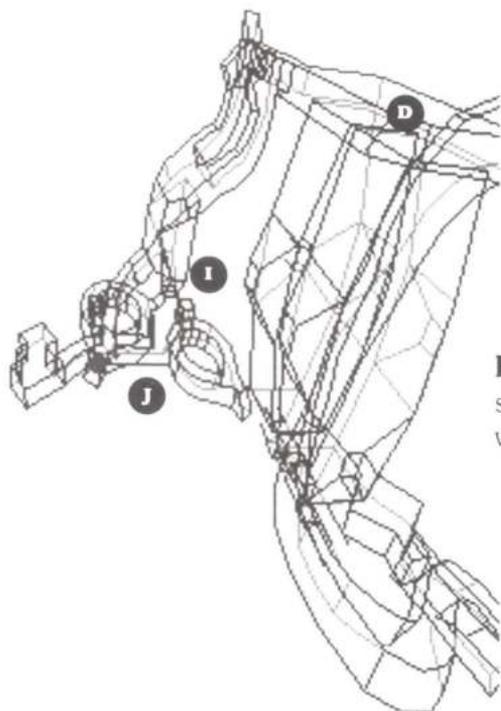
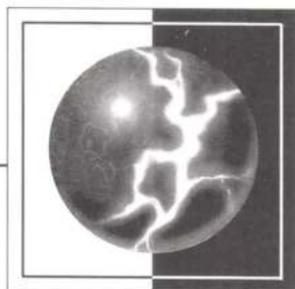


**Fig. 16-6.** The road continues on this pull-away shot indicating the path to the Hostages in Area H.

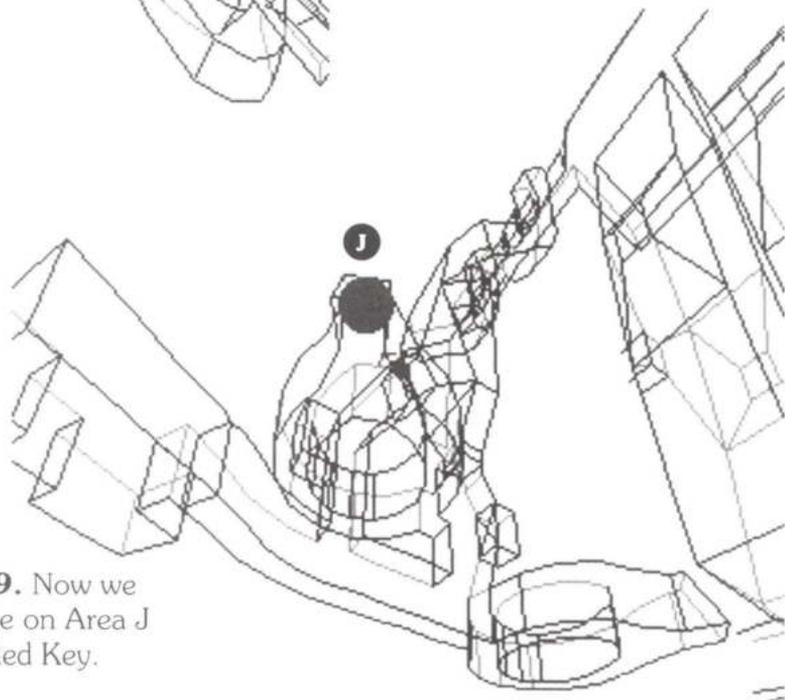


**Fig. 16-7.** In tight on the Hostages.

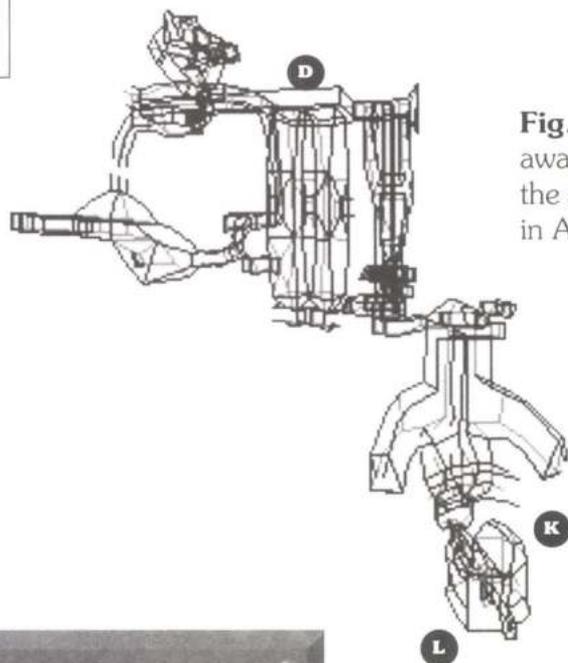




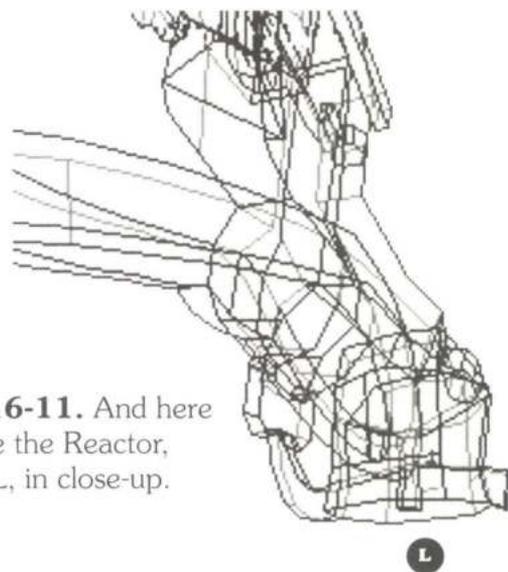
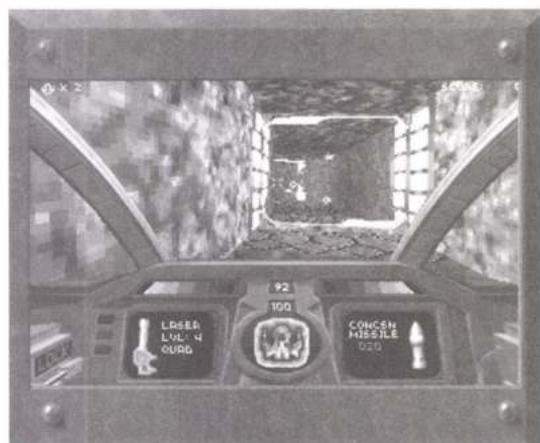
**Fig. 16-8.** Long-range shot showing you the way to the Red Key.



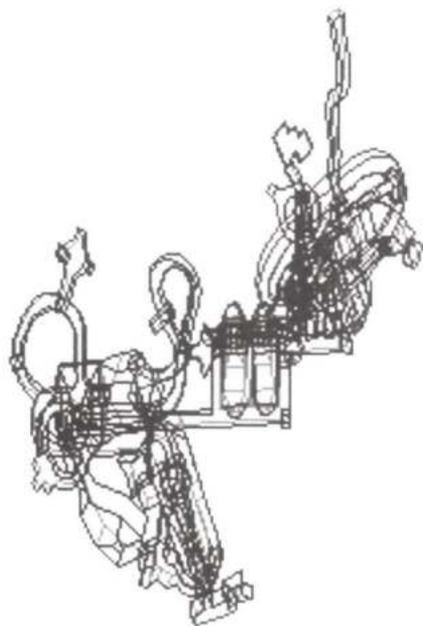
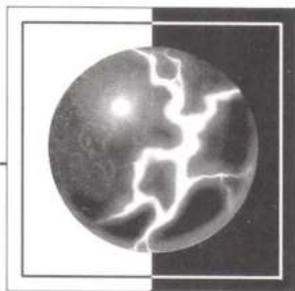
**Fig. 16-9.** Now we go in close on Area J and the Red Key.



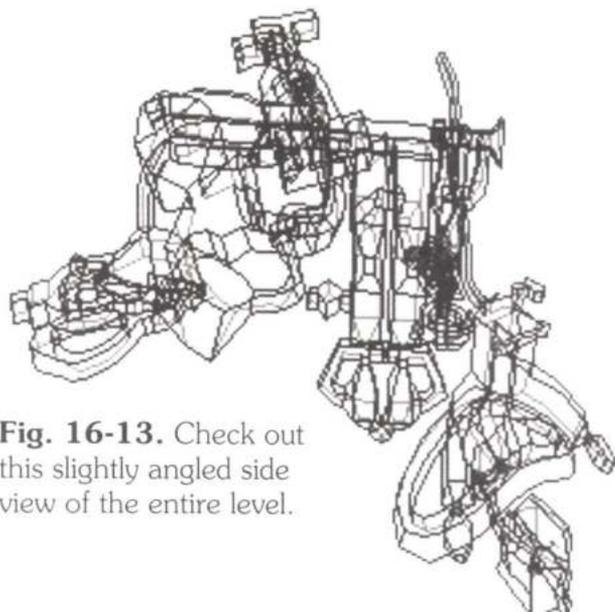
**Fig. 16-10.** Huge pull-away wireframe plotting the route to the Reactor in Area L.



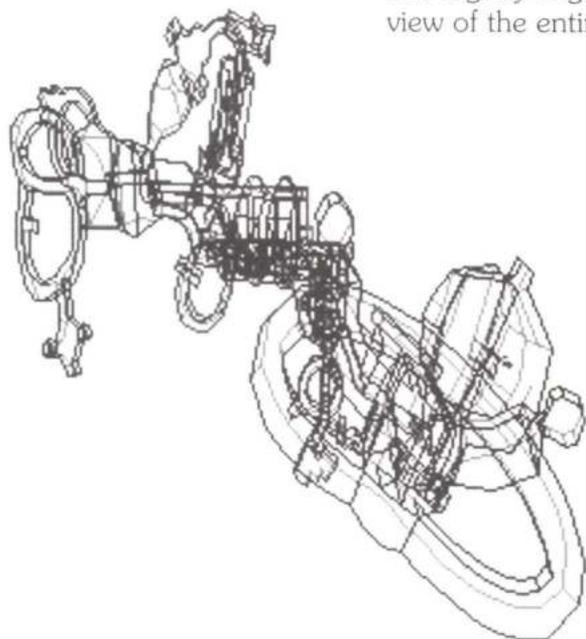
**Fig. 16-11.** And here we see the Reactor, Area L, in close-up.



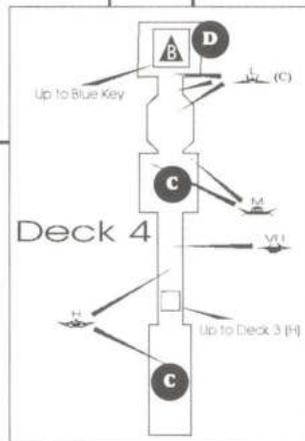
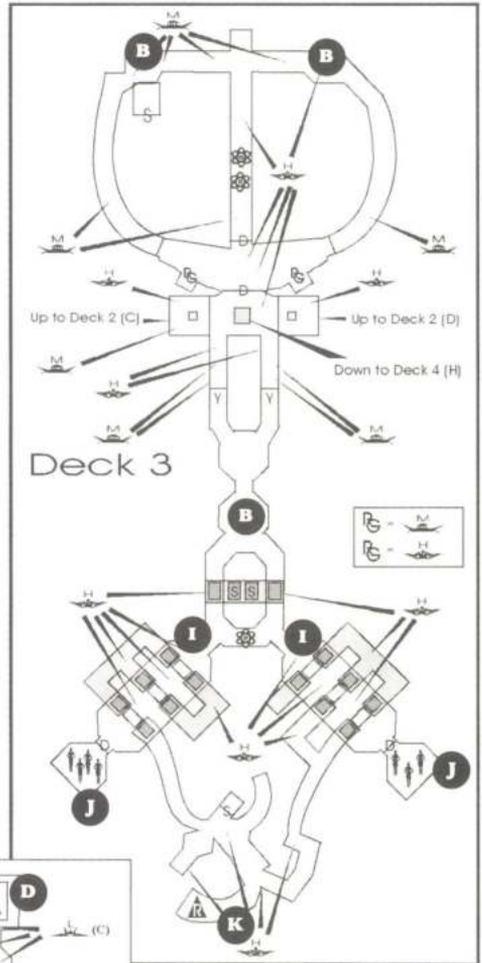
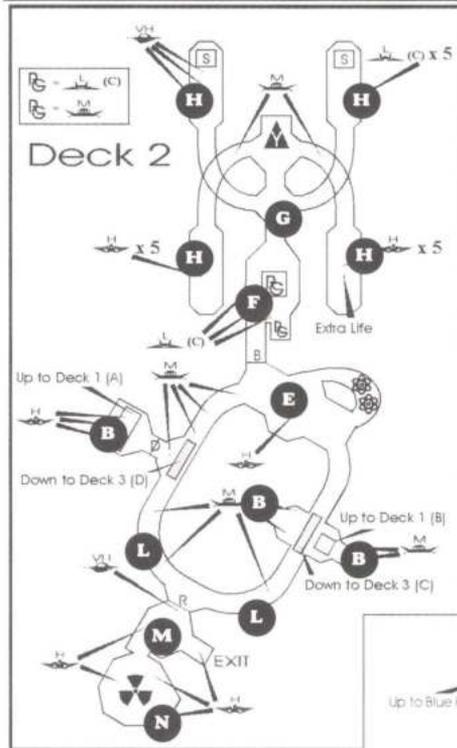
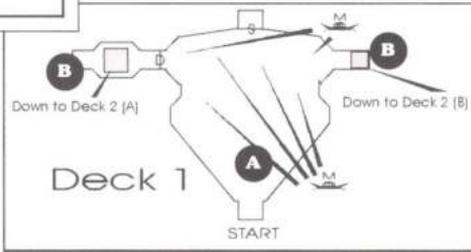
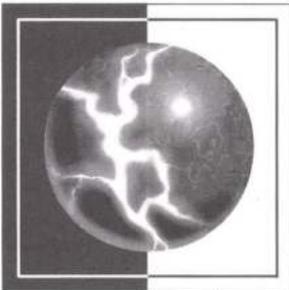
**Fig. 16-12.** An incredible top-down wireframe of Level 16.



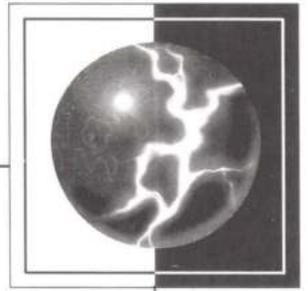
**Fig. 16-13.** Check out this slightly angled side view of the entire level.



**Fig. 16-14.** Bottoms up! A look up at Level 16.



**LEVEL 17 -  
TETHYS  
MILITARY BASE**

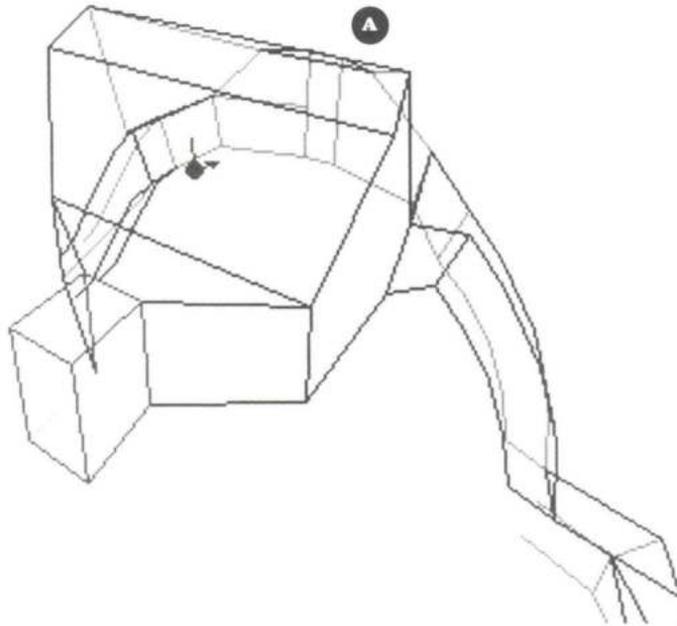


## The Story

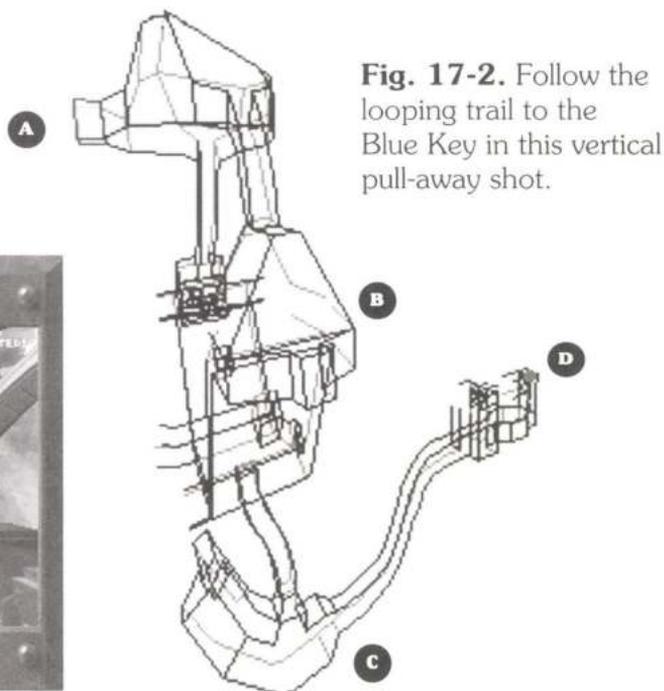
Next mission: a massive, four-tiered base heavily infested with enemy robots. Decks 1 and 4 are fairly small, Deck 2 is huge, and Deck 3 is massive.

Prepare for *Descent* . . .

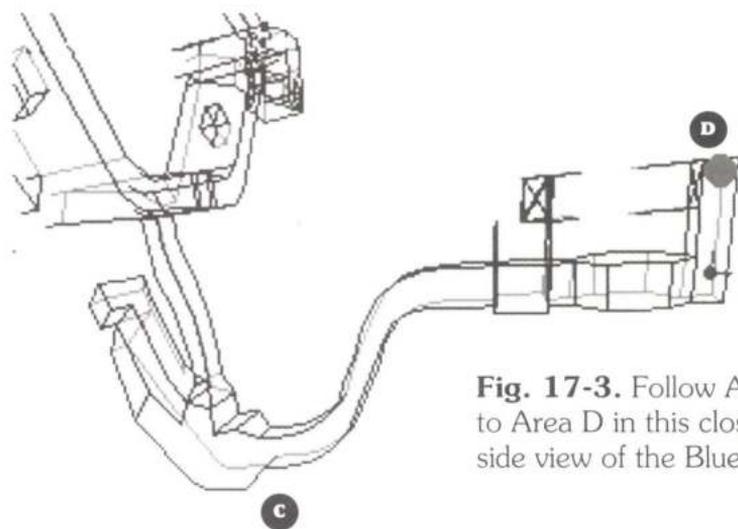
**Fig. 17-1.** Area A indicates the injection point into Level 17.



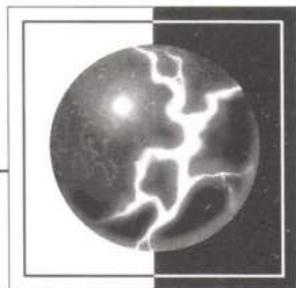
LEGEND												
ROBOTS												
Cloaked	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss						



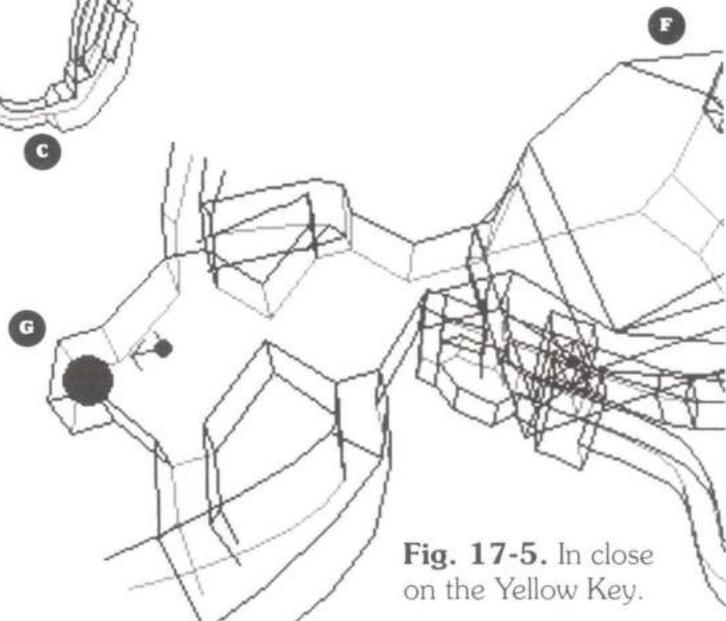
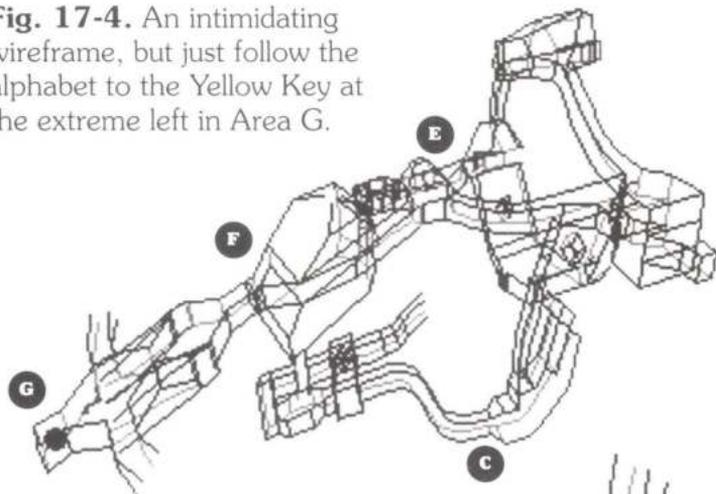
**Fig. 17-2.** Follow the looping trail to the Blue Key in this vertical pull-away shot.



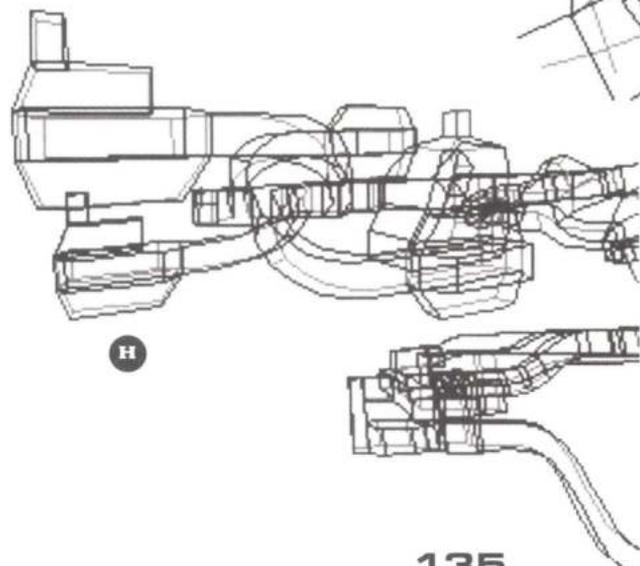
**Fig. 17-3.** Follow Area C to Area D in this close-up side view of the Blue Key.



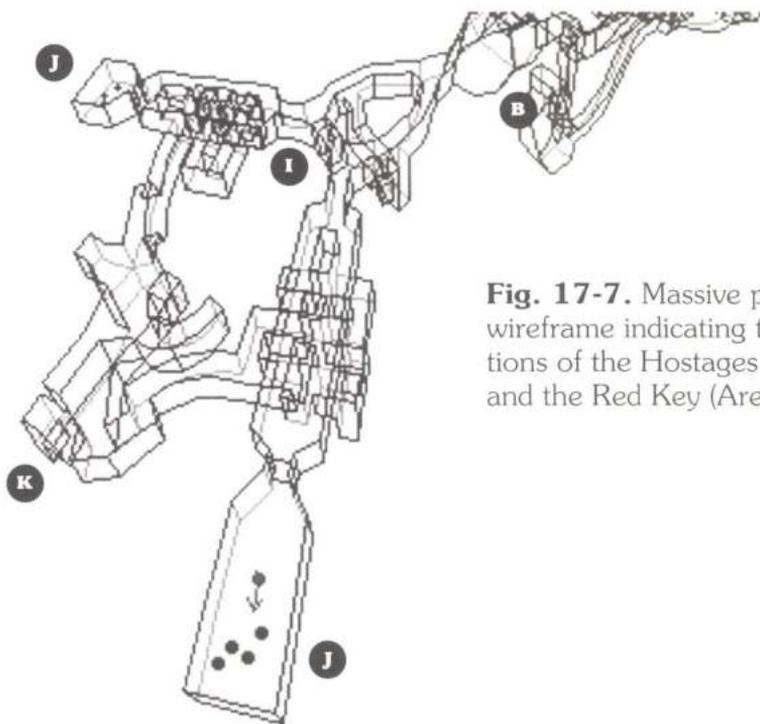
**Fig. 17-4.** An intimidating wireframe, but just follow the alphabet to the Yellow Key at the extreme left in Area G.



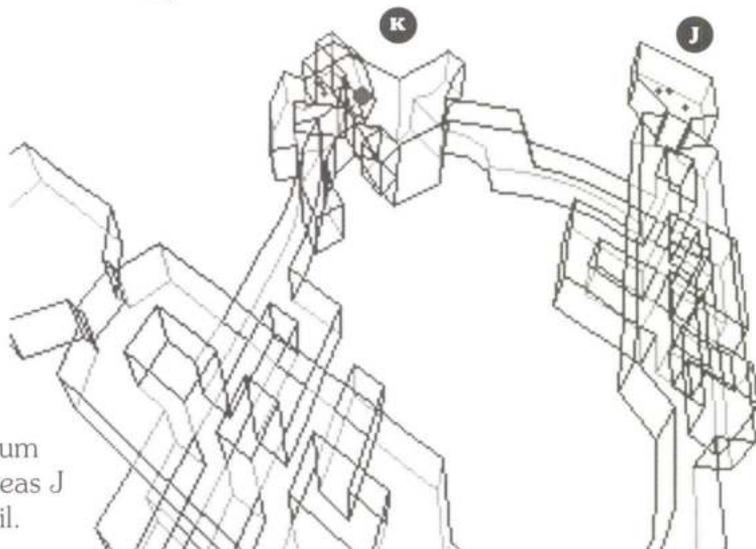
**Fig. 17-5.** In close on the Yellow Key.



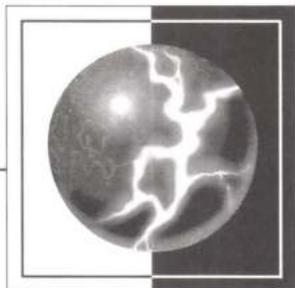
**Fig. 17-6.** Check out some of the special rooms adjacent to the Yellow Key in Area H.



**Fig. 17-7.** Massive pull-away wireframe indicating the locations of the Hostages (Area J) and the Red Key (Area K).

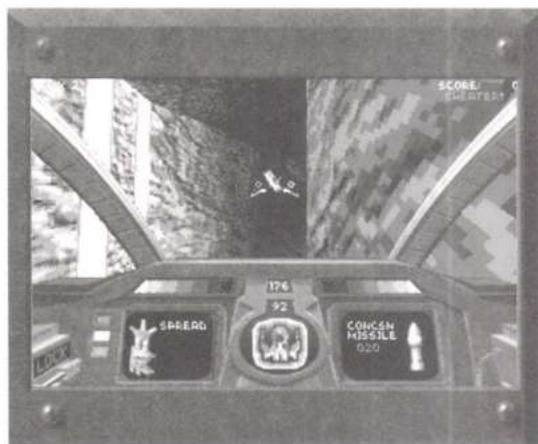


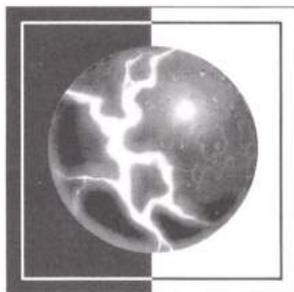
**Fig. 17-8.** A medium shot shows both Areas J and K in more detail.



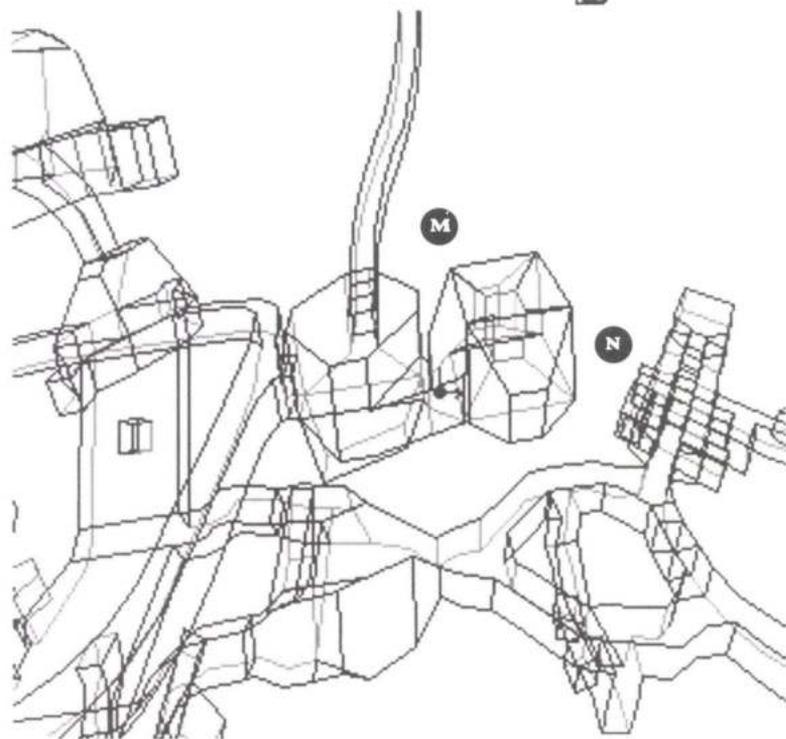
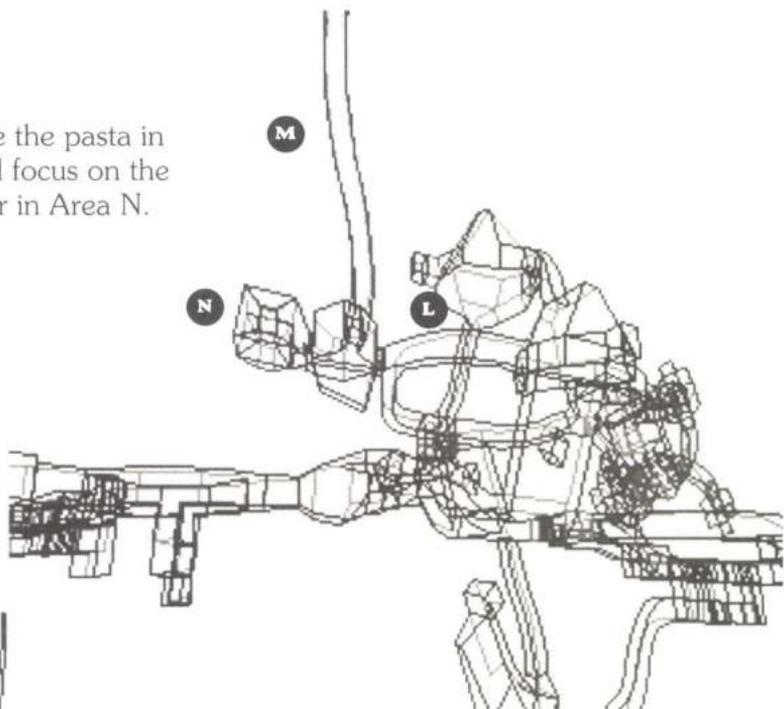
K

**Fig. 17-9.** In close on Area K, holding the Red Key.

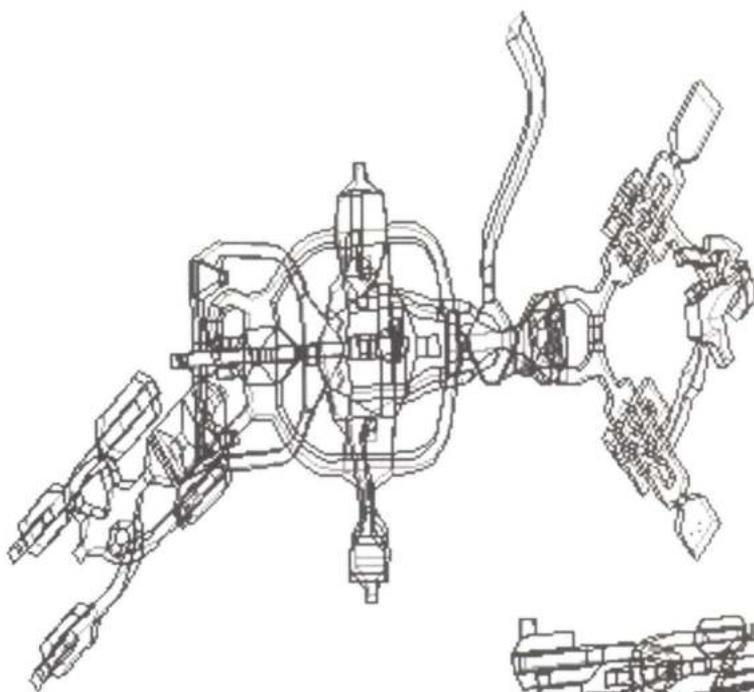
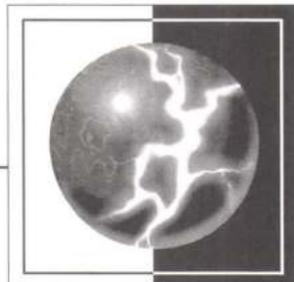




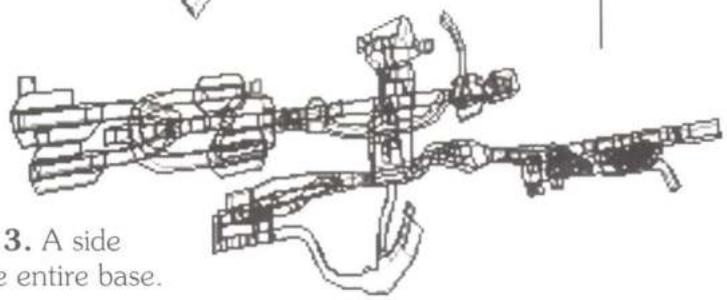
**Fig. 17-10.** Ignore the pasta in the background and focus on the route to the Reactor in Area N.



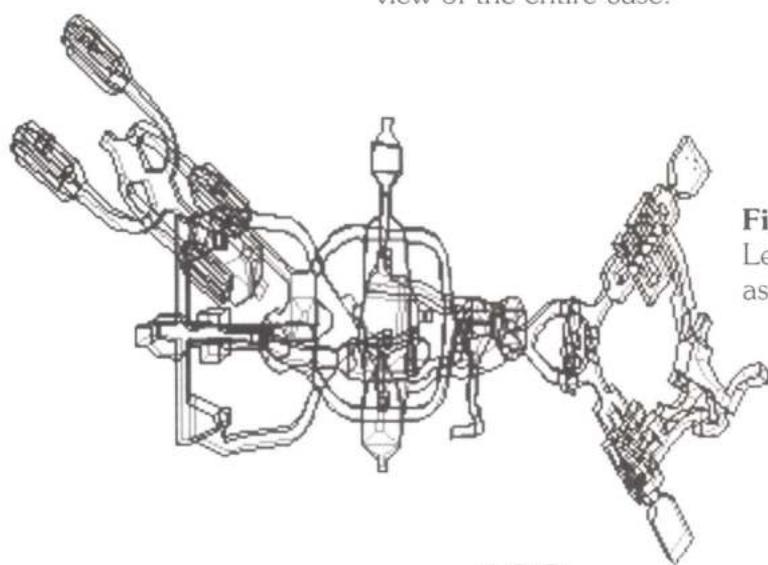
**Fig. 17-11.** In tight on the Reactor (Area N) and the exit (Area M).



**Fig. 17-12.** A bird's eye view of Level 17.



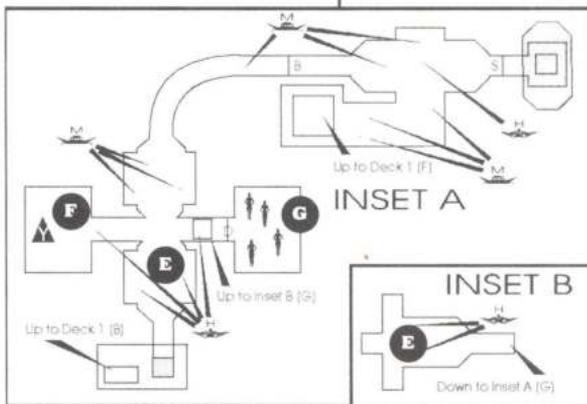
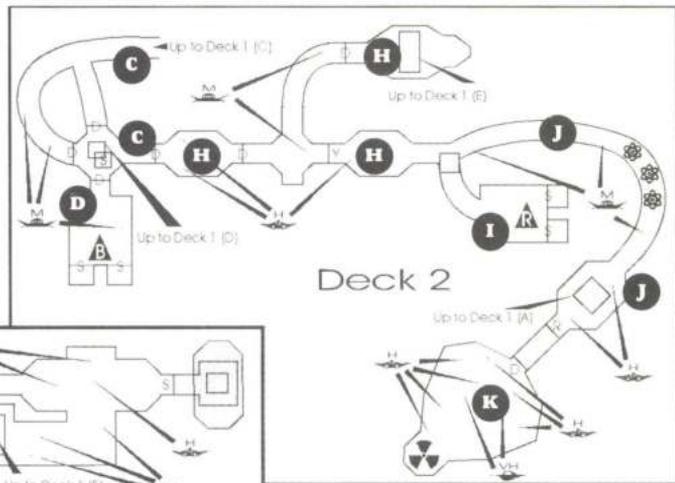
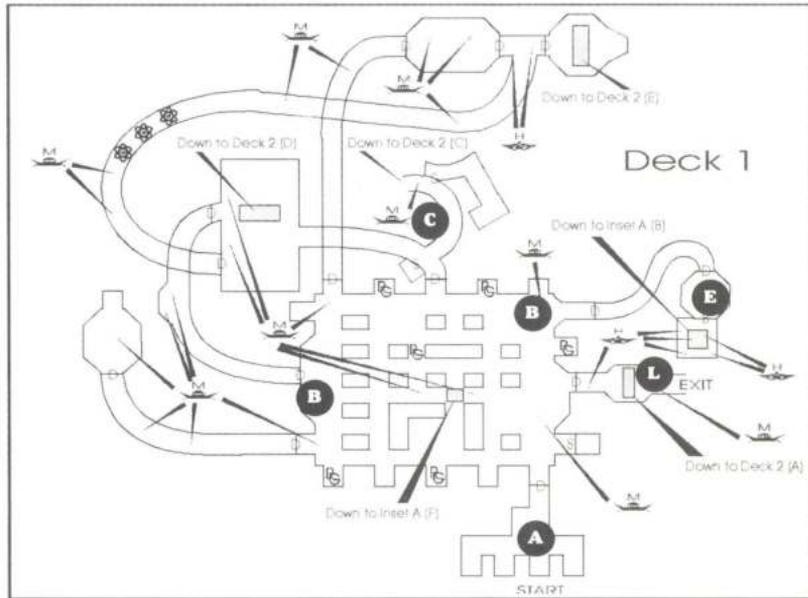
**Fig. 17-13.** A side view of the entire base.



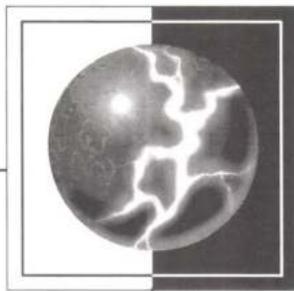
**Fig. 17-14.** Looking at Level 17 in its entirety as seen from below.



# DESCENT The Official Strategy Guide



## LEVEL 18 - MIRANDA MINE

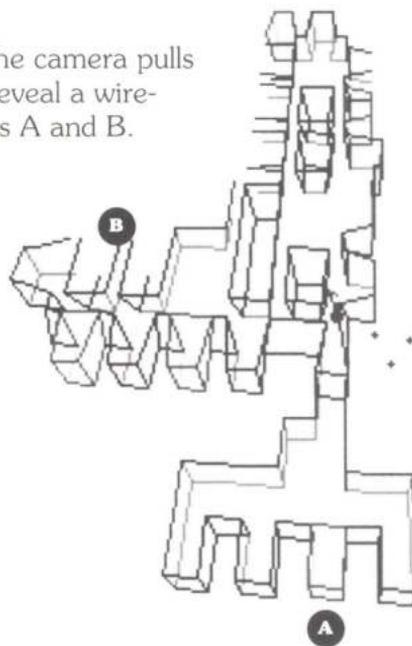


## The Story

The most distinctive feature of this level are the many pylon-like columns that fill the huge chamber in the main section of Deck 1. Deck 2 is a smaller, serpentine section holding the Red Key, Blue Key, and the Reactor.

Prepare for *Descent* . . .

**Fig. 18-1.** The camera pulls back a bit to reveal a wire-frame of Areas A and B.

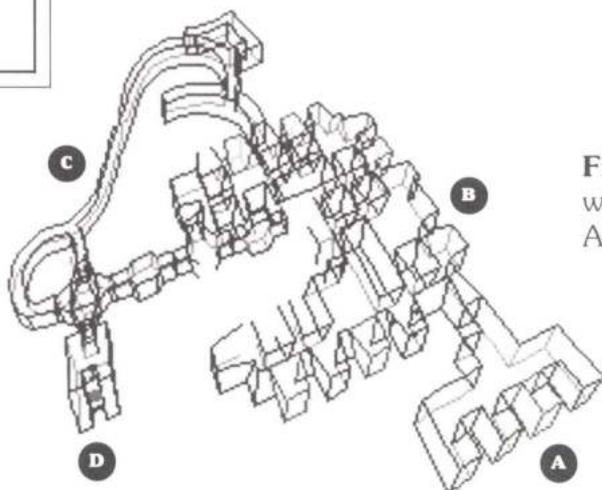
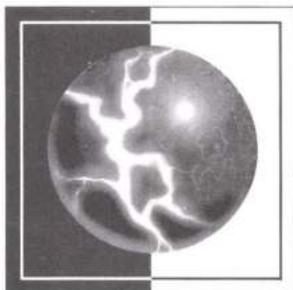


**LEGEND**

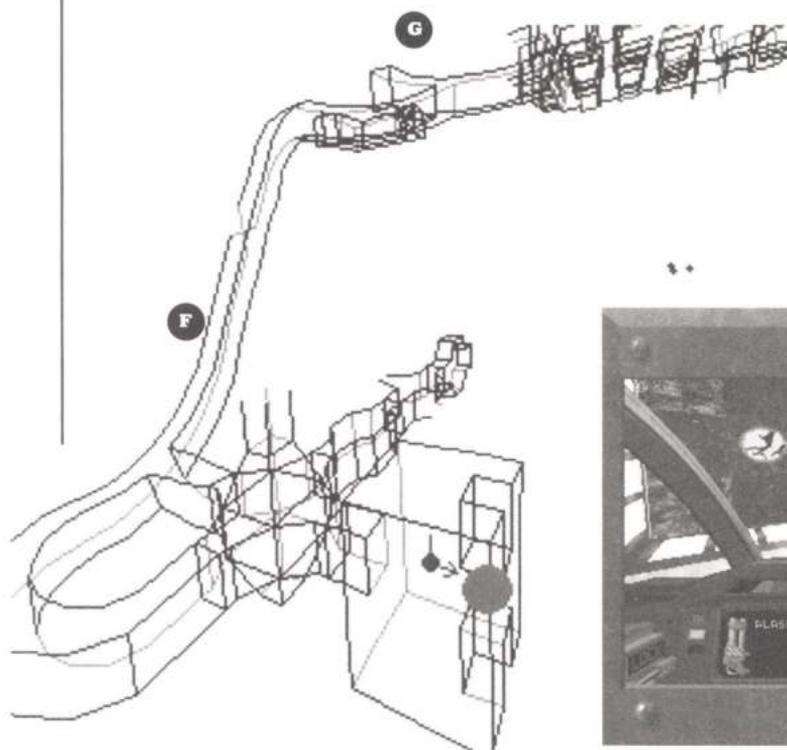
Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostages

**ROBOTS**

Cloaked	x4 Amount	Low Threat	Medium Threat	High Threat	Very High Threat	Boss

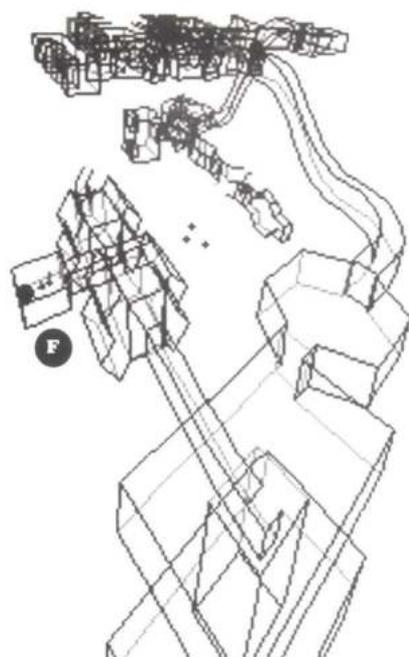
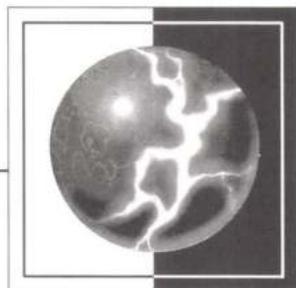


**Fig. 18-2.** Pull-away wireframe shows Areas A, B, C and D.

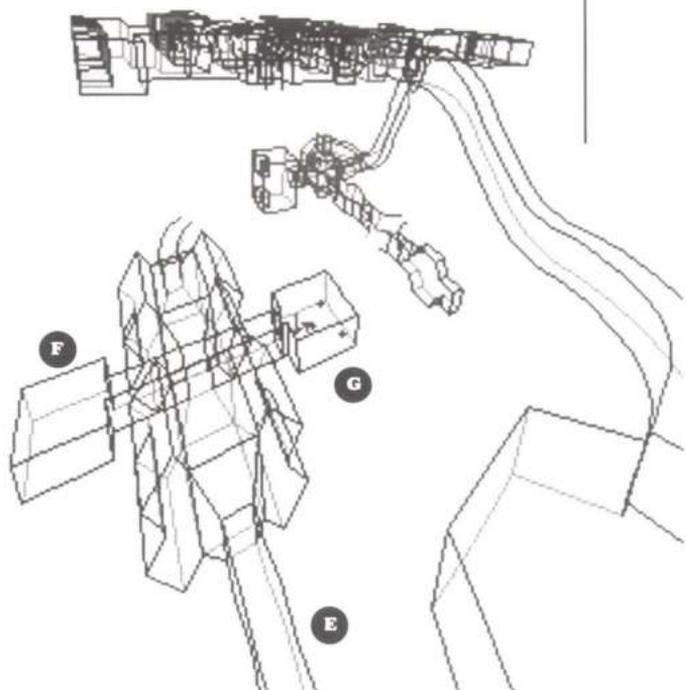


**Fig. 18-3.** Follow Area C down the slide to the Blue Key (Area D).

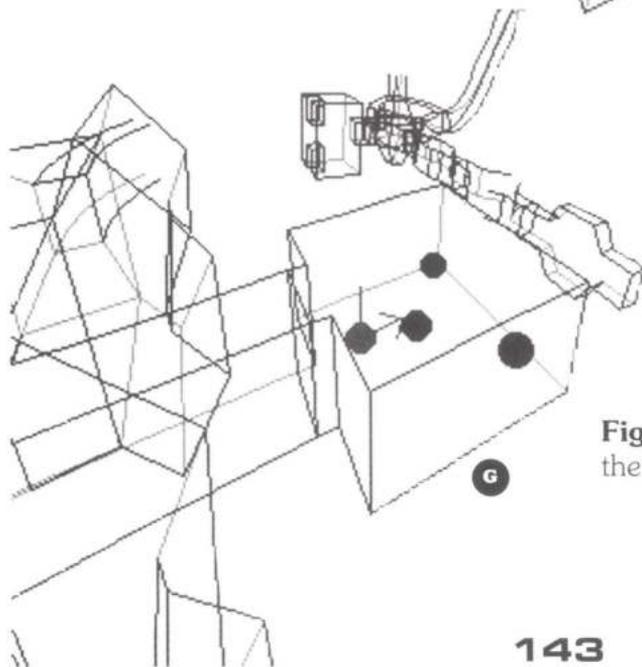




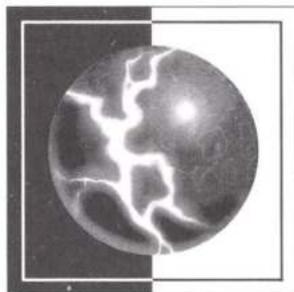
**Fig. 18-4.** An interestingly angled wireframe shows Areas E and the Yellow Key in Area F.



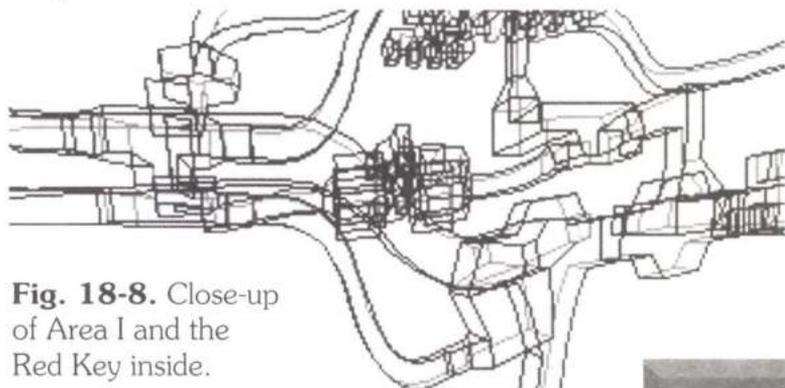
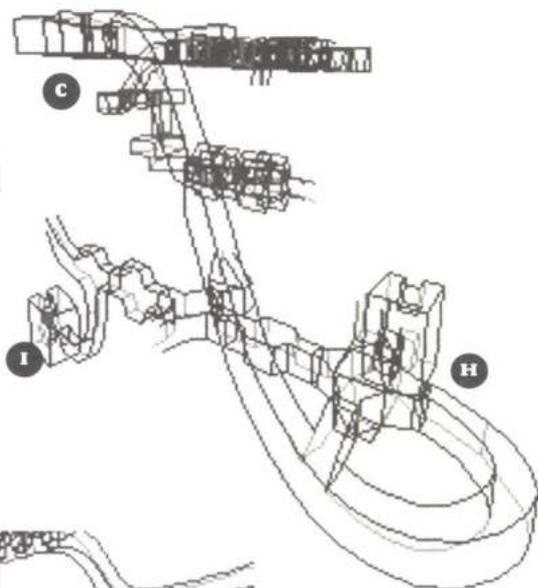
**Fig. 18-5.** Next target: Area G and the Hostages.



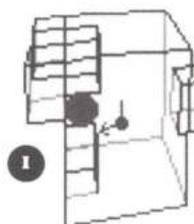
**Fig. 18-6.** In close on the Hostages in Area G.

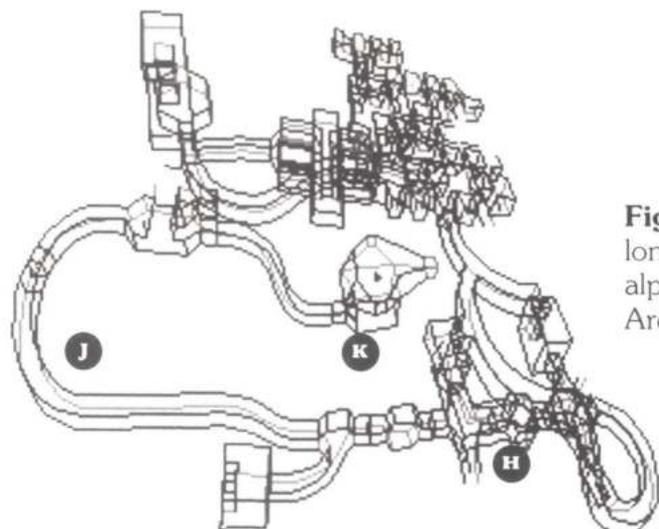
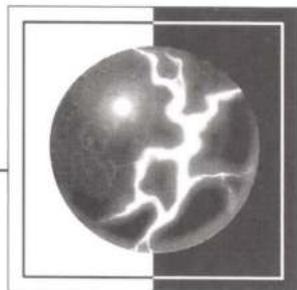


**Fig. 18-7.** Follow the loop to the Red Key in Area I.

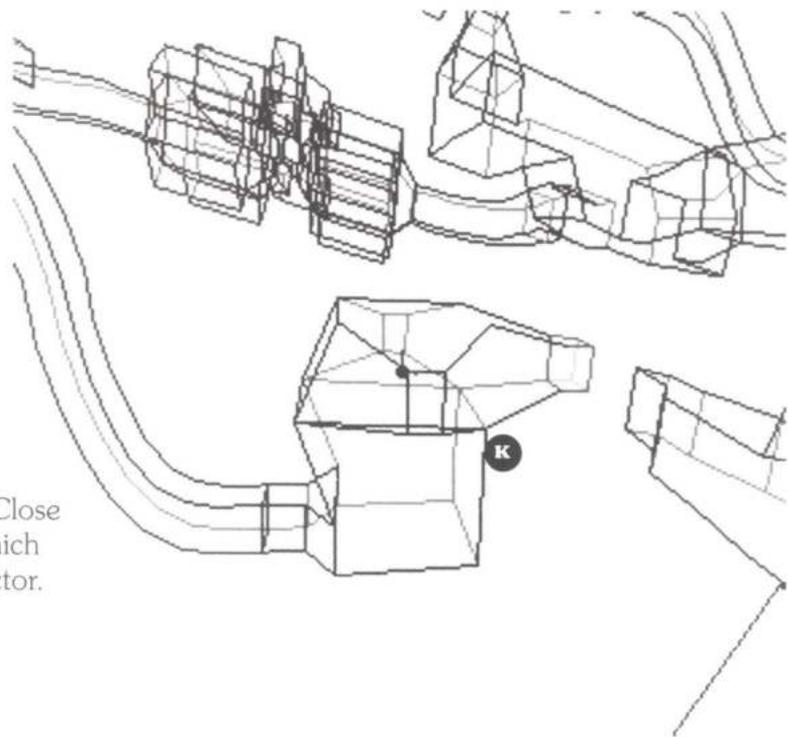


**Fig. 18-8.** Close-up of Area I and the Red Key inside.





**Fig. 18-9.** Awesome long shot shows the alphabet trail leading to Area K and the Reactor.



**Fig. 18-10.** Close on Area K, which holds the Reactor.

Fig. 18-11. Long shot to the exit area.

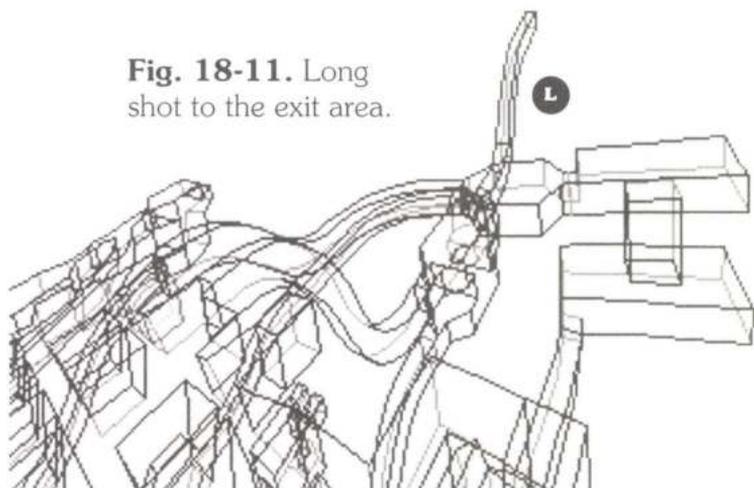
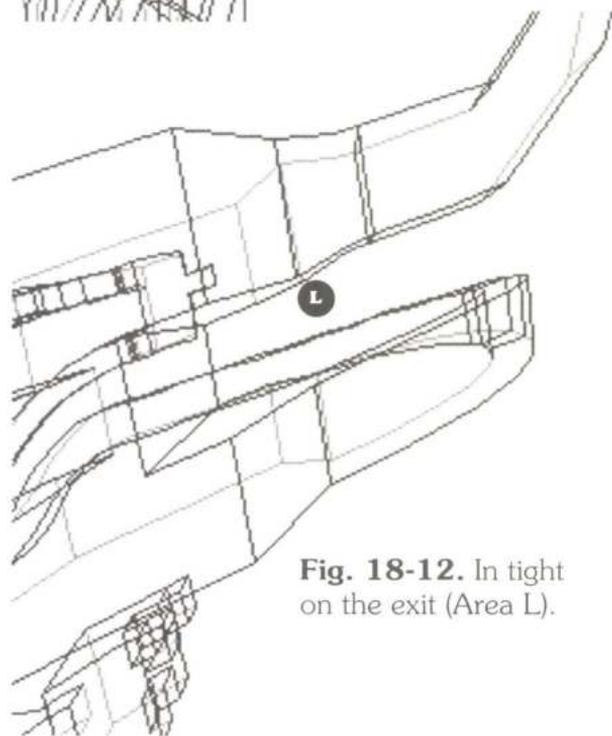
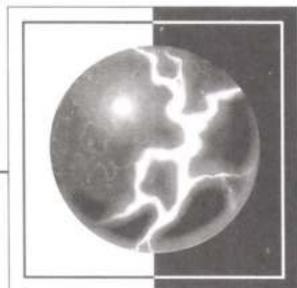
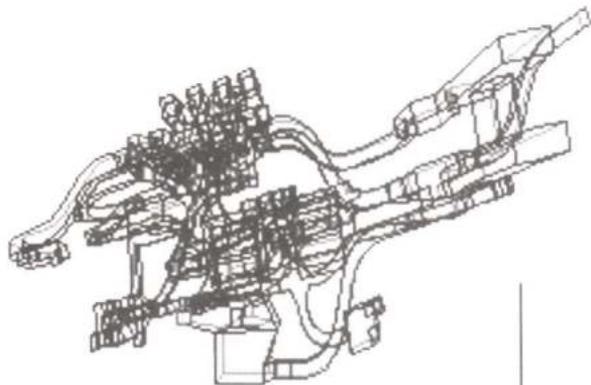
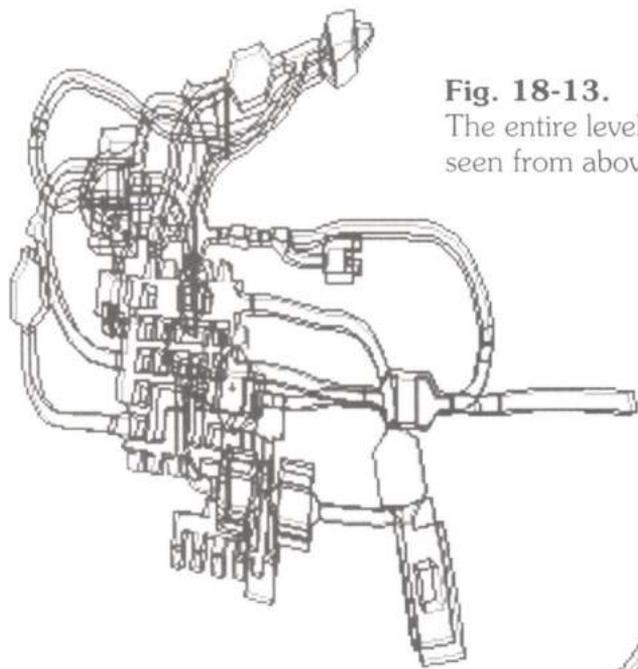


Fig. 18-12. In tight on the exit (Area L).

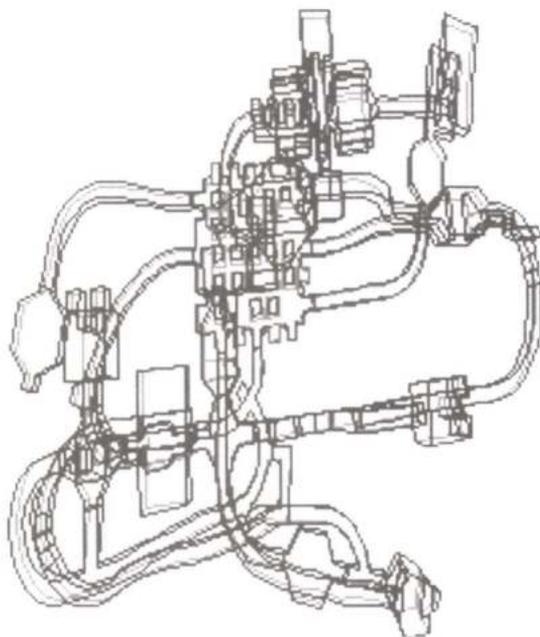




**Fig. 18-13.**  
The entire level  
seen from above.

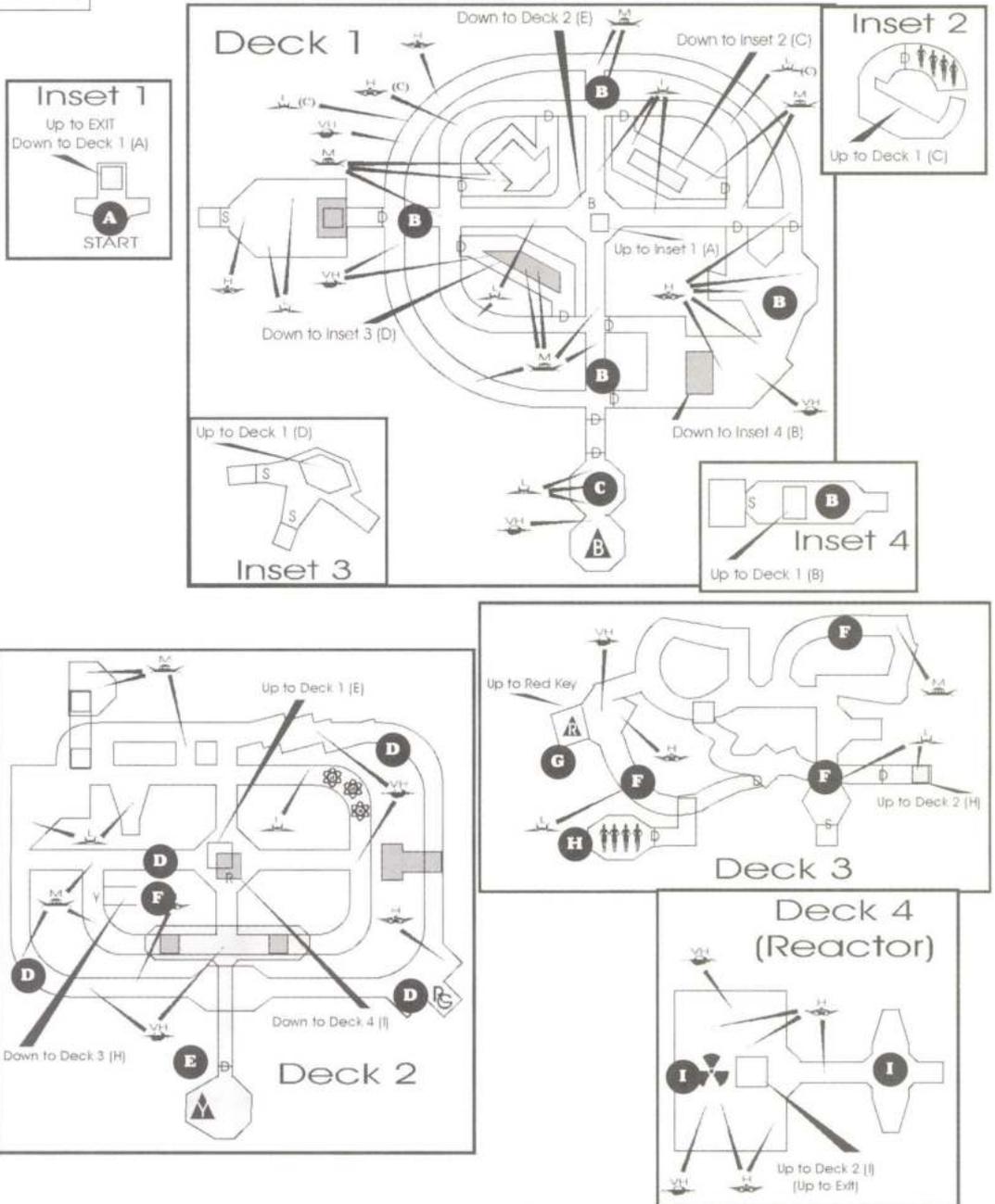


**Fig. 18-14.** An  
impressive-looking  
side view of Level 18.



**Fig. 18-15.** Looking  
up at Level 18.

LEVEL 19 - OBERON MINE

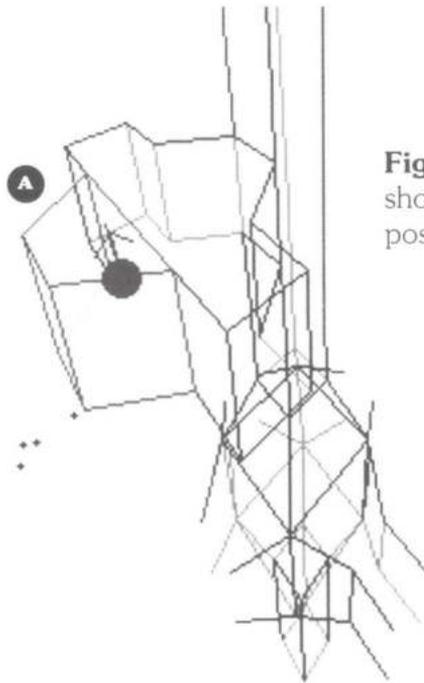




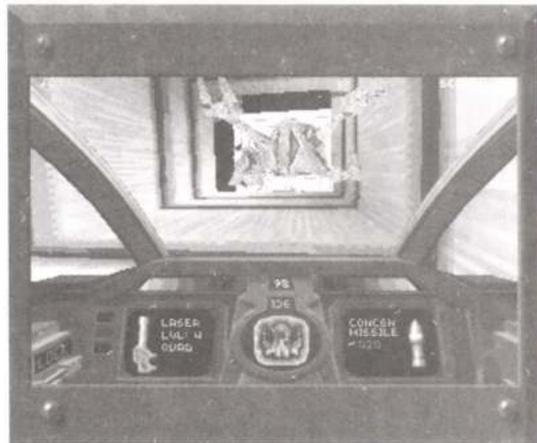
## The Story

Four decks on this baby, with plenty of curves and virtually no right angles. Wheeee!

Prepare for *Descent* . . .



**Fig. 19-1.** Area A shows the drop-off entry position for this level.

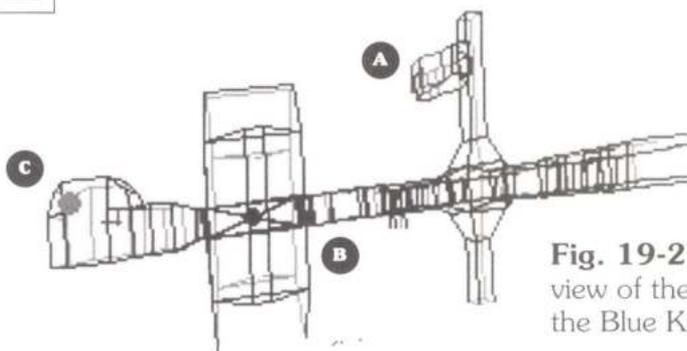
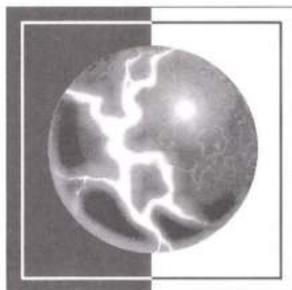


**LEGEND**

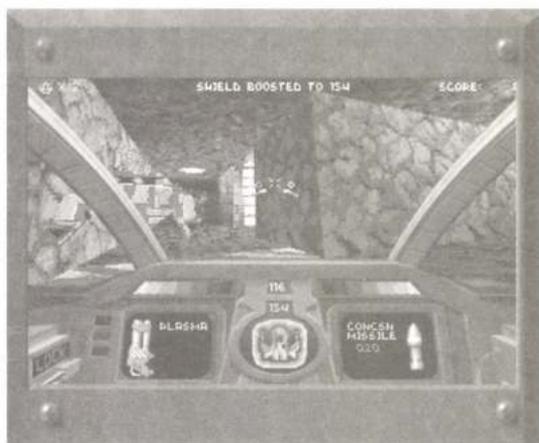
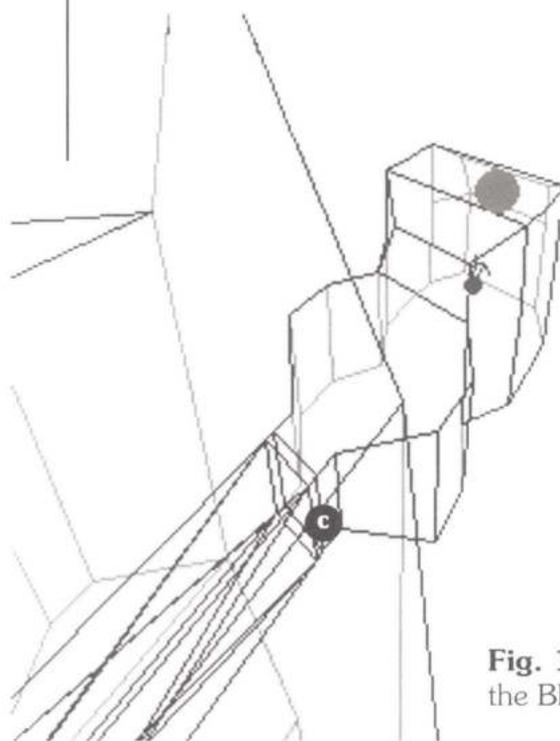
Power	Reactor	Tunnels Down	Tunnels Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

**ROBOTS**

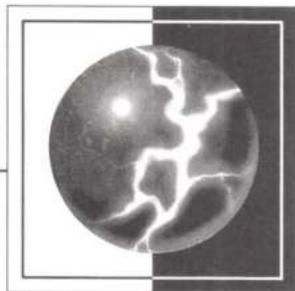
Cloaked	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



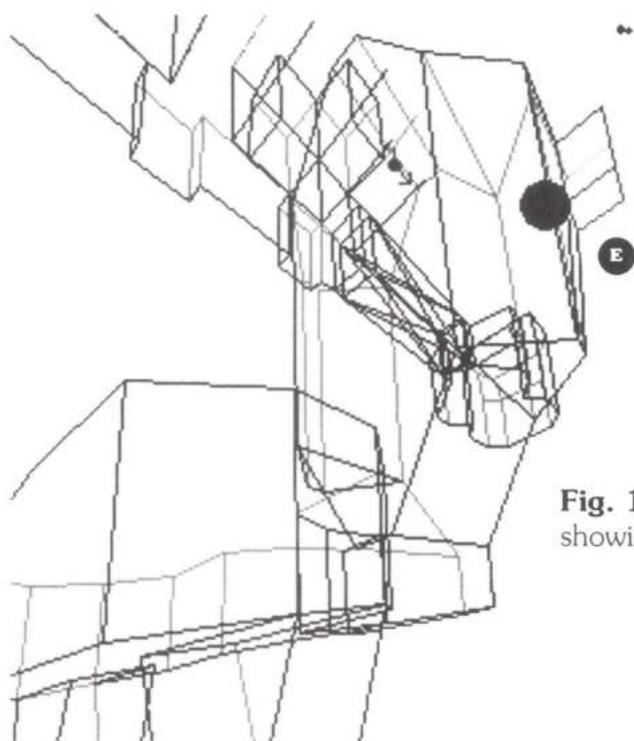
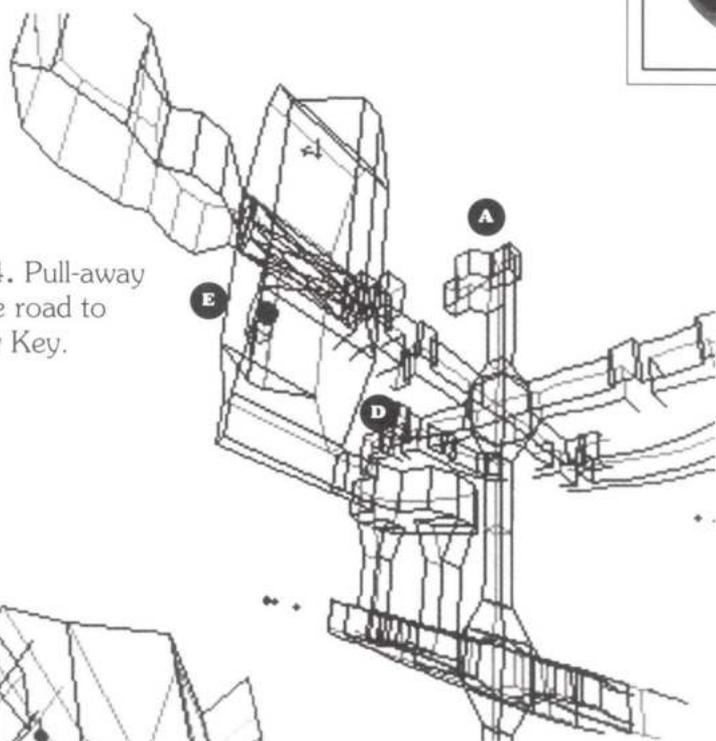
**Fig. 19-2.** Pullback view of the route to the Blue Key (Area C).



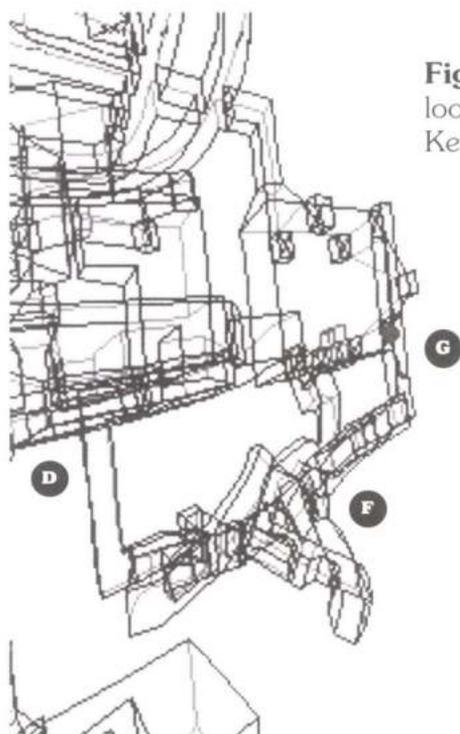
**Fig. 19-3.** A close-up of the Blue Key in Area C.



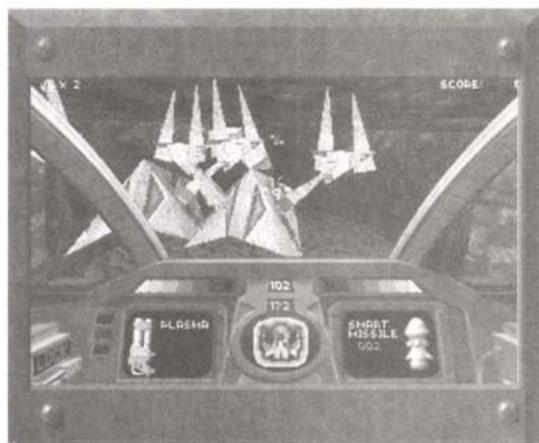
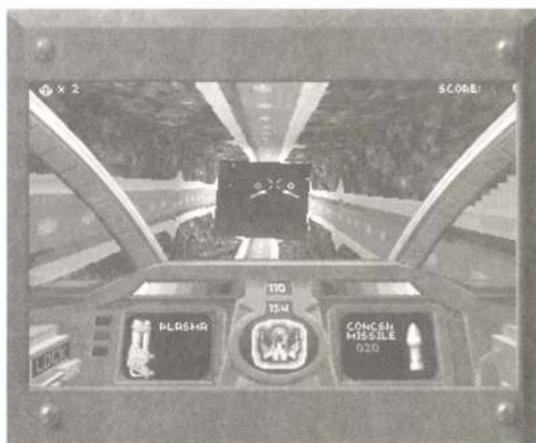
**Fig. 19-4.** Pull-away look at the road to the Yellow Key.

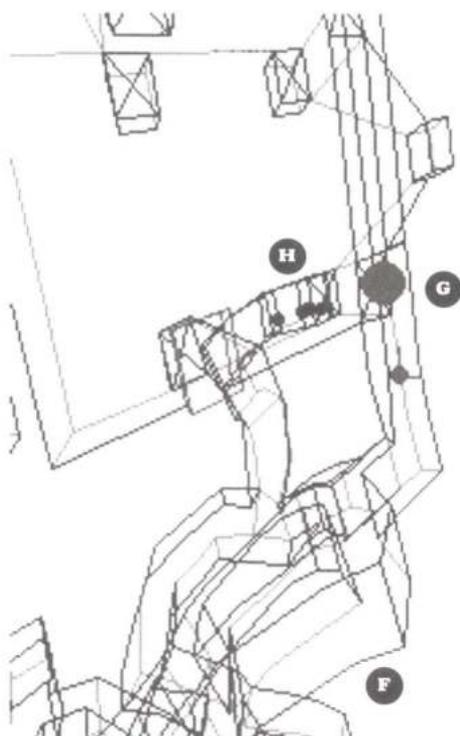
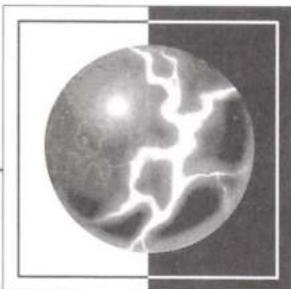


**Fig. 19-5.** Close-up wireframe showing position of the Yellow Key.

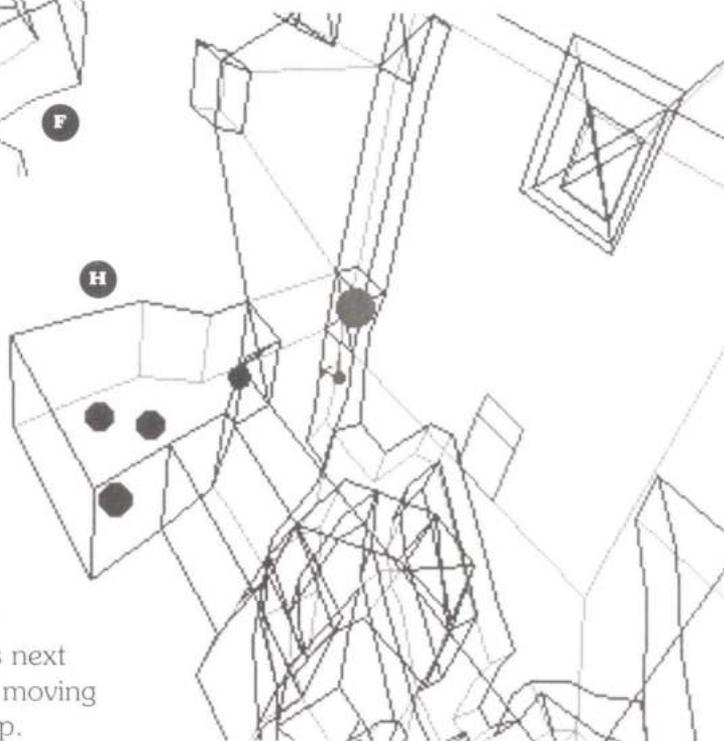


**Fig. 19-6.** Pull-away angled look at the path to the Red Key (Area G).

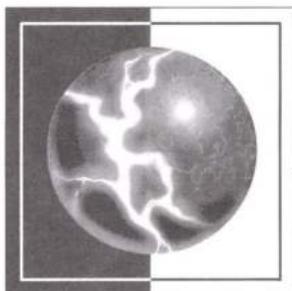




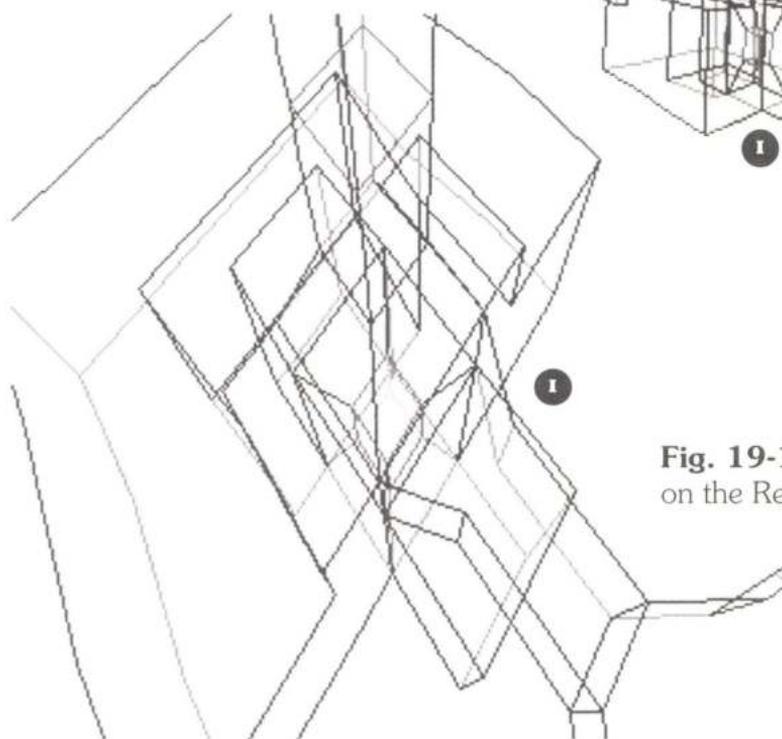
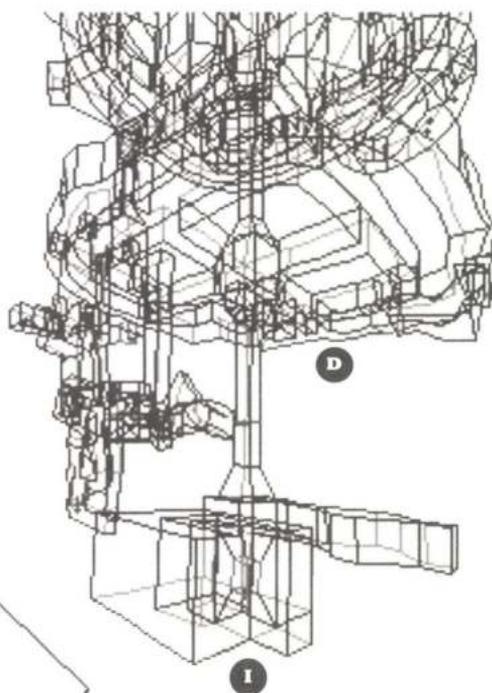
**Fig. 19-7.** Then continue on to the Red Key (Area G).



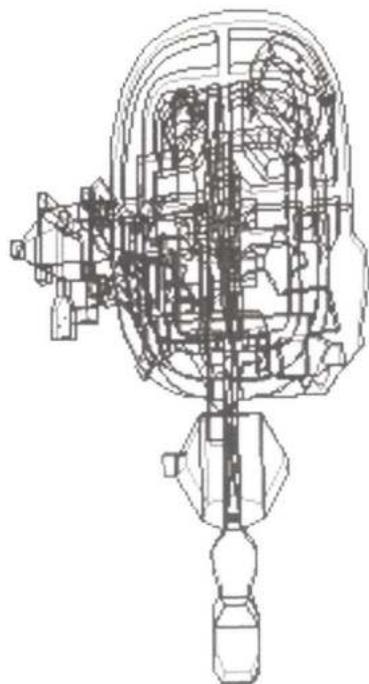
**Fig. 19-8.** The Hostage room is next (Area H), so get moving and pick them up.



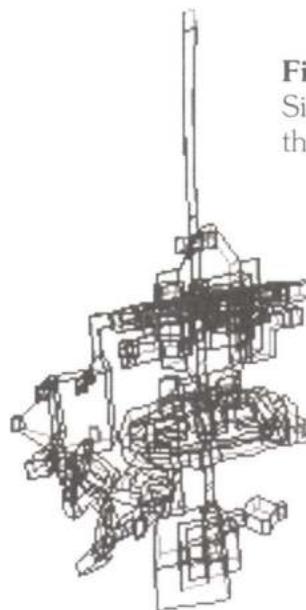
**Fig. 19-9.** Ignore the wireframe nightmare at the top of this map and focus on the road to the Reactor (Area I).



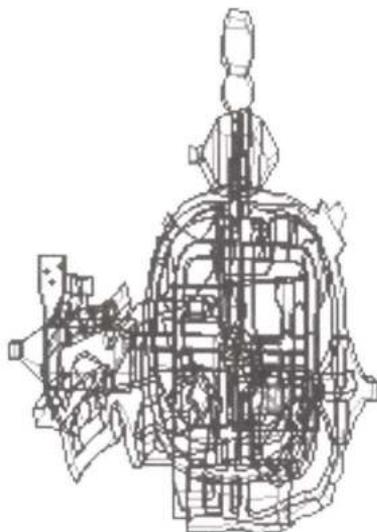
**Fig. 19-10.** Up close on the Reactor.



**Fig. 19-11.**  
Top-down of Level 19.

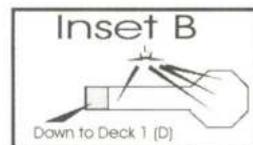
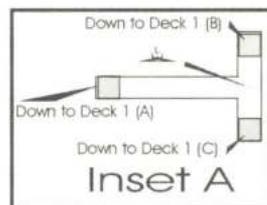
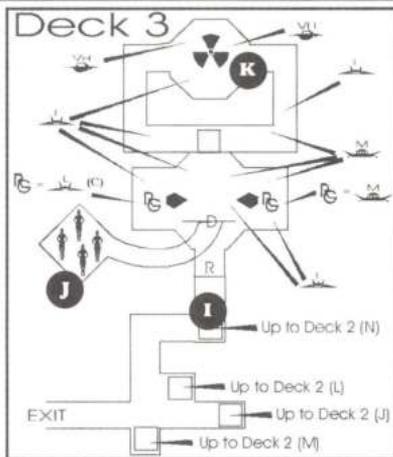
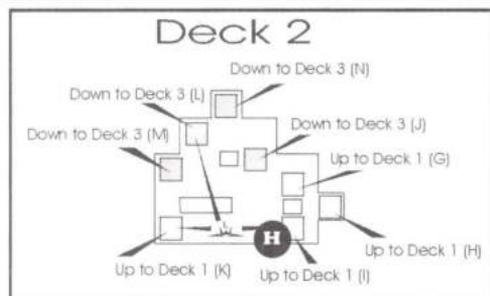
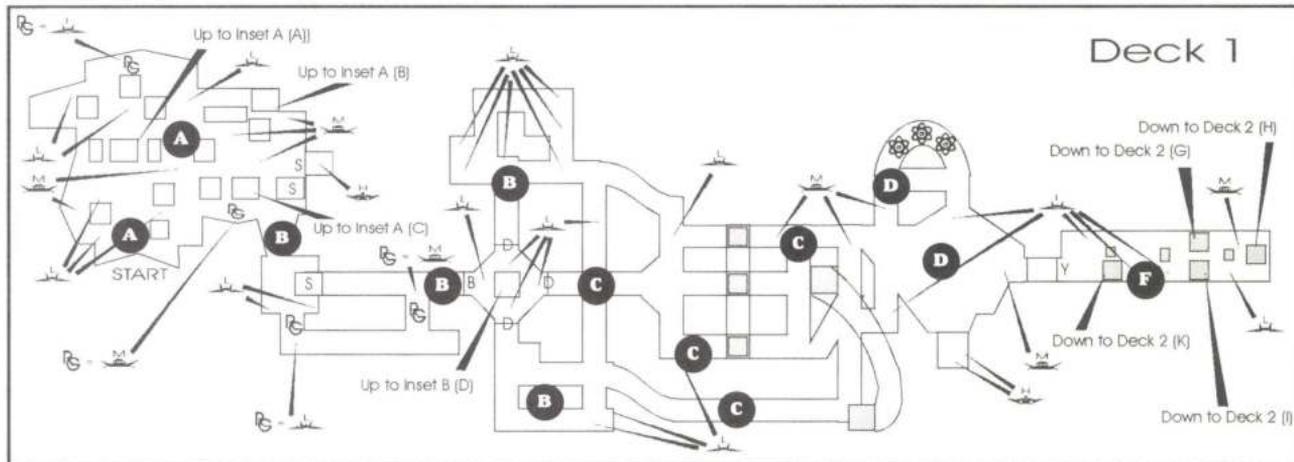


**Fig. 19-12.**  
Side view of  
the entire level.



**Fig. 19-13.** Looking  
up at Level 19.

LEVEL 20 - OBERON IRON MINE

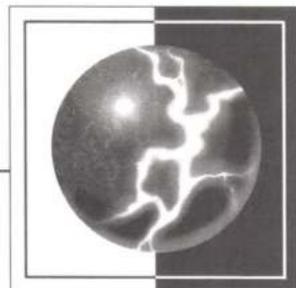


**LEGEND**

Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

**ROBOTS**

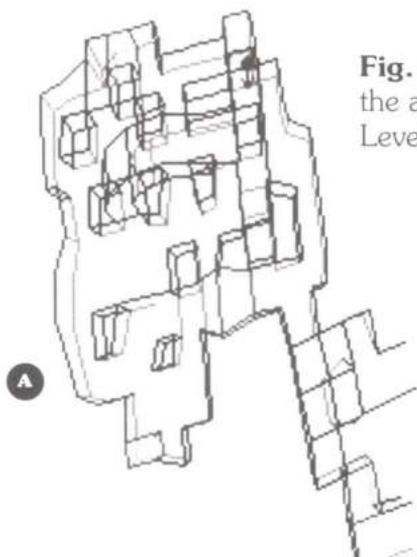
(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



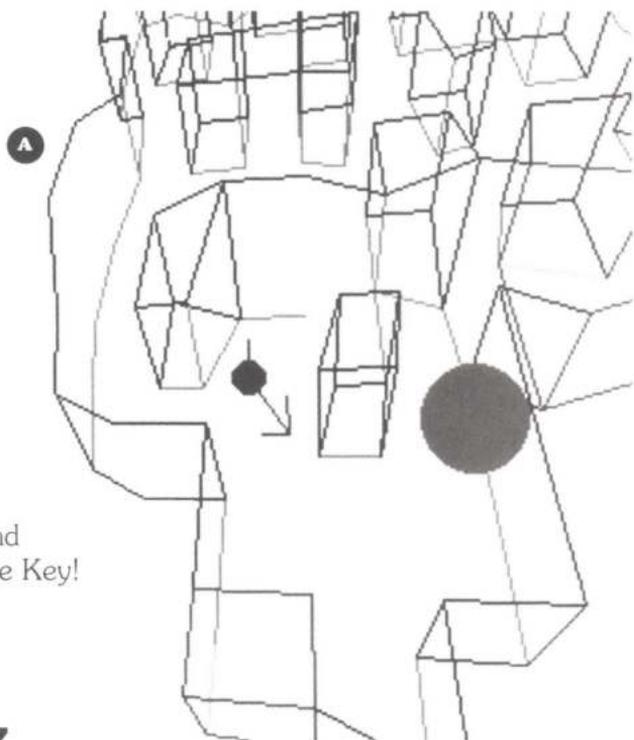
## The Story

There are three decks which comprise this level, but Deck 1 is the monster, a huge, mostly right-angled series of chambers and corridors.

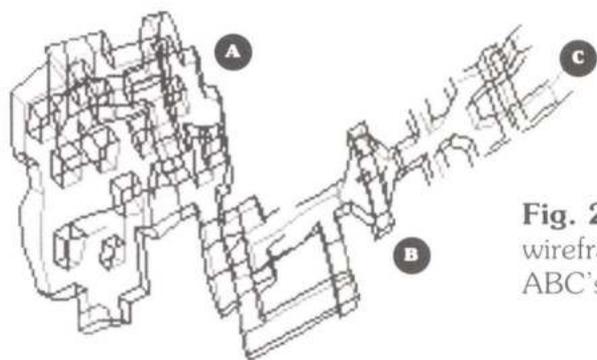
Prepare for *Descent* . . .



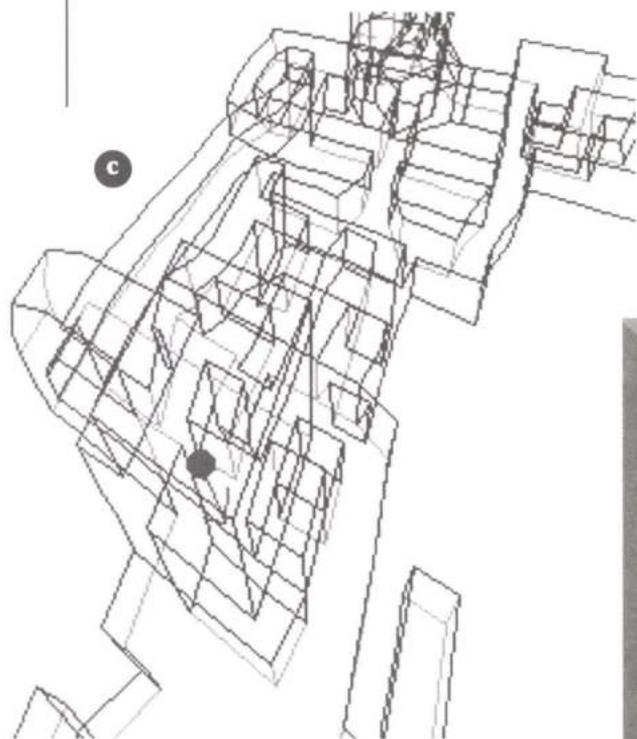
**Fig. 20-1.** May I show you the anteroom? Welcome to Level 20, Area A.



**Fig. 20-2.** And there's the Blue Key!

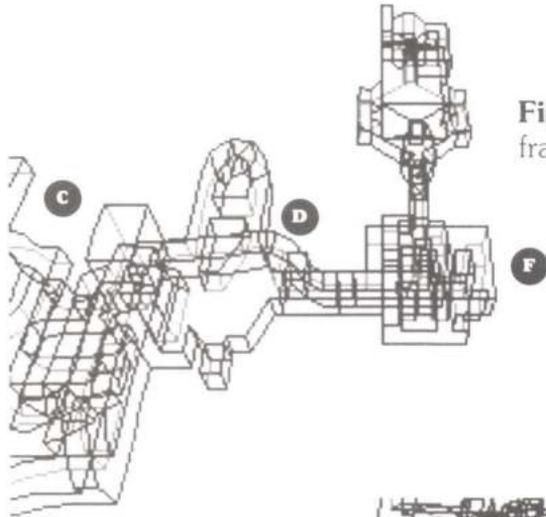
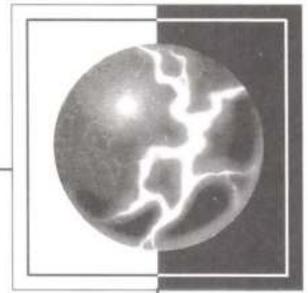


**Fig. 20-3.** A pull-away wireframe follows the ABC's to the Yellow Key.

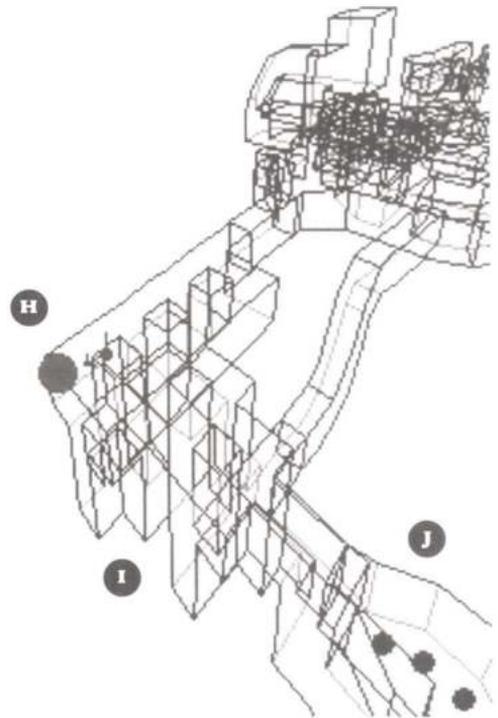
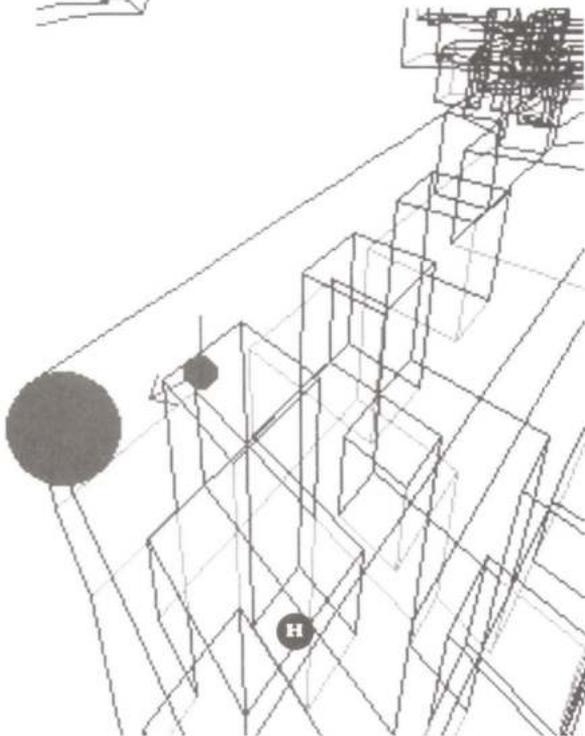


**Fig. 20-4.** In close on the Yellow Key and the corridors beyond.



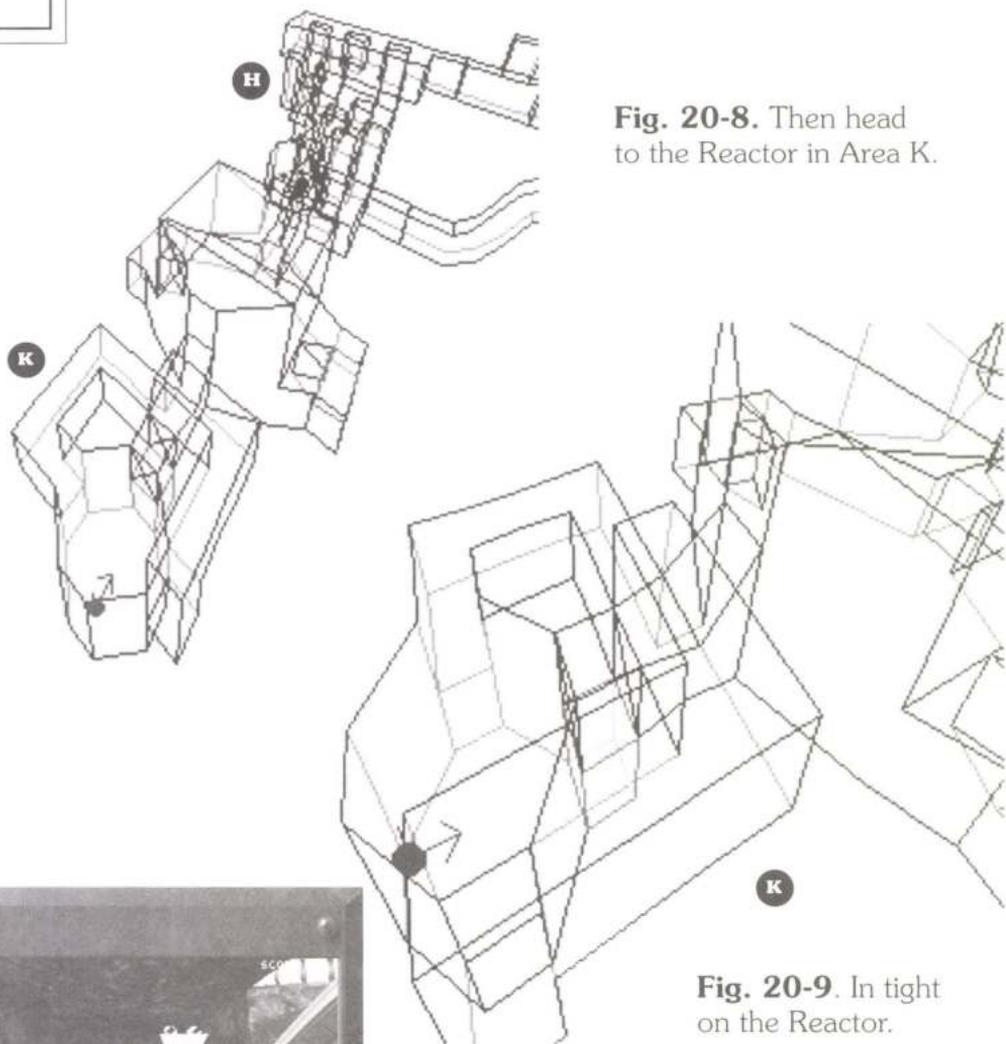
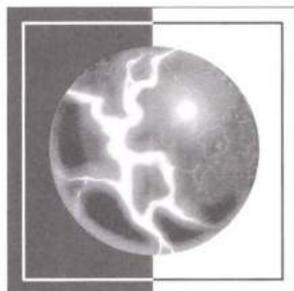


**Fig. 20-5.** A pull-away wire-frame of Areas C, D, and F.



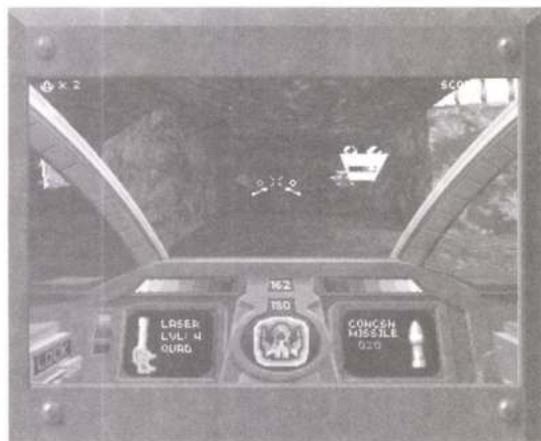
**Fig. 20-6.** Then head to Area H and snatch the final key (Note the Hostages in Area J).

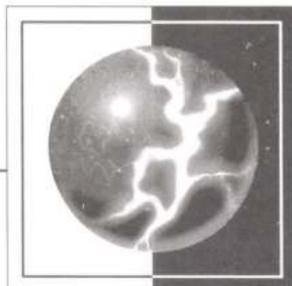
**Fig. 20-7.** In tight on the Red Key (Area H).



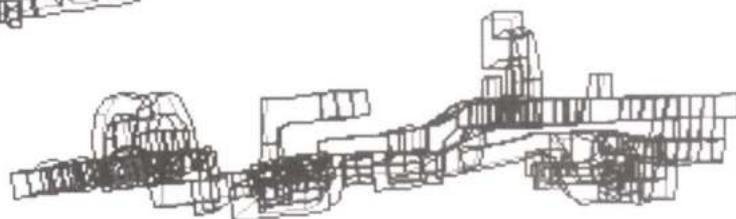
**Fig. 20-8.** Then head to the Reactor in Area K.

**Fig. 20-9.** In tight on the Reactor.

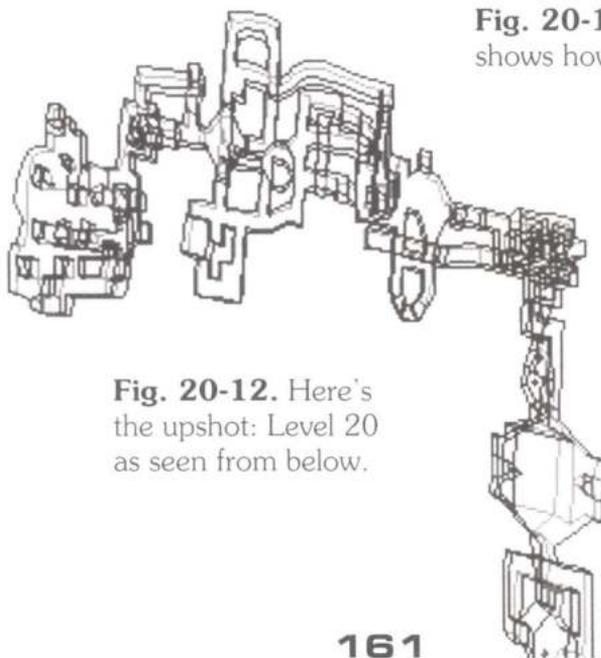




**Fig. 20-10.**  
Top-down glimpse  
at the entire level.



**Fig. 20-11.** Side view wireframe  
shows how flat this level really is.

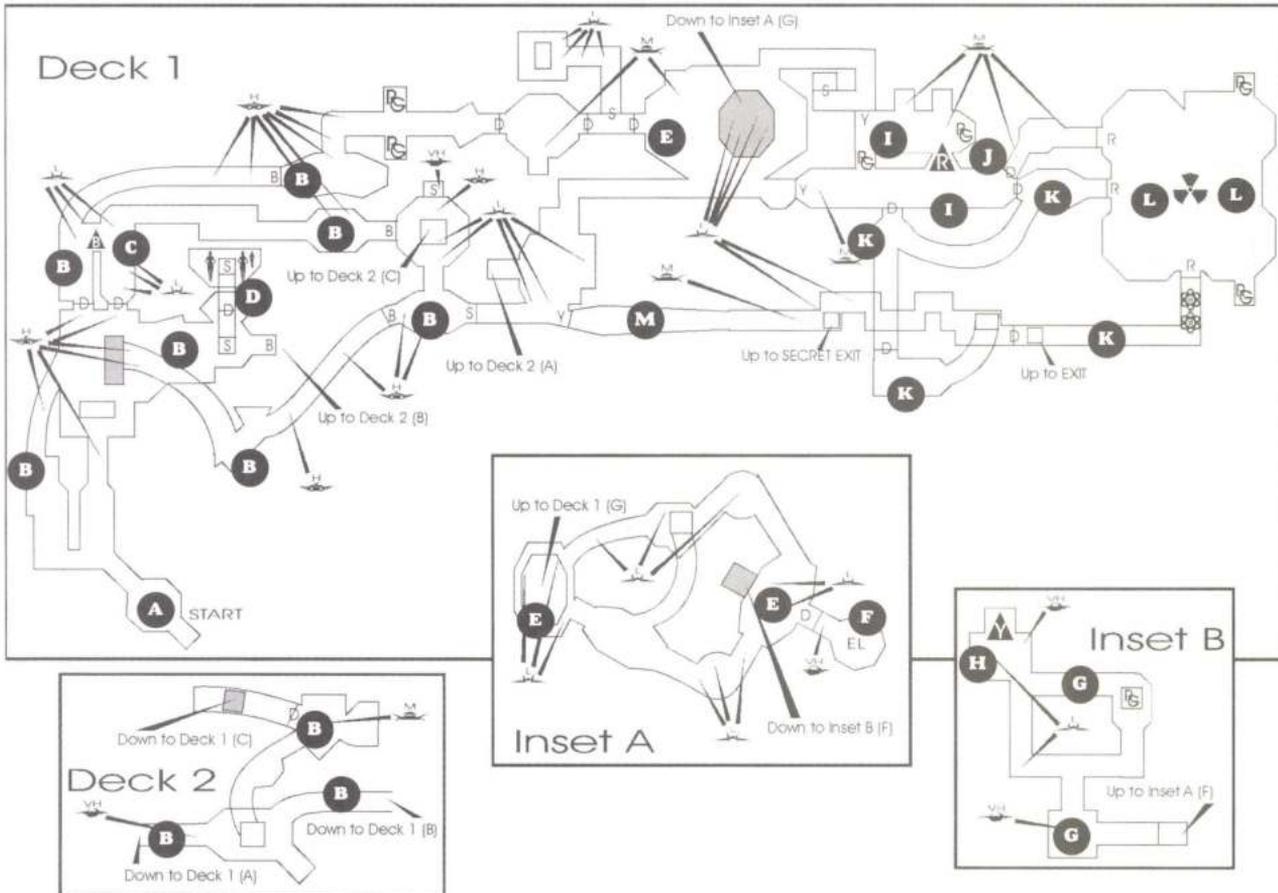


**Fig. 20-12.** Here's  
the upshot: Level 20  
as seen from below.



# DESCENT The Official Strategy Guide

## LEVEL 21 - OBERON COLONY

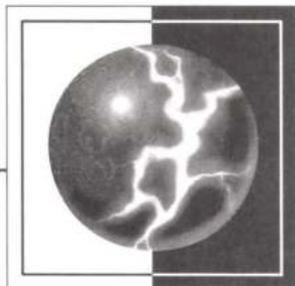


**LEGEND**

Power	Reactor	Turner Down	Turner Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Ray	Yellow Ray	Red Ray	Hologram

**ROBOTS**

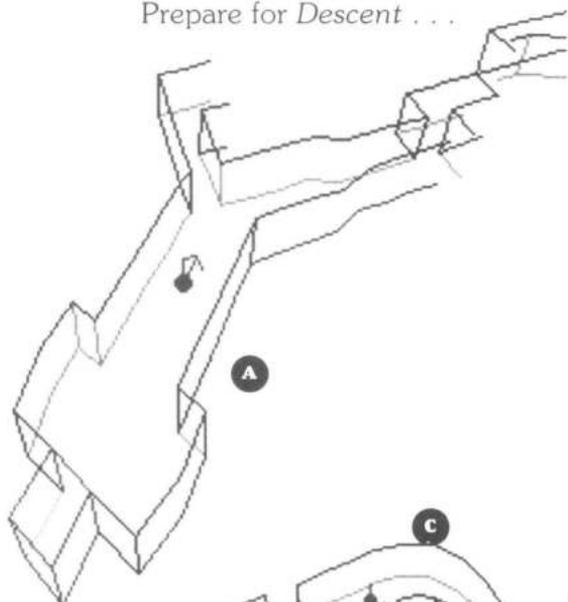
(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



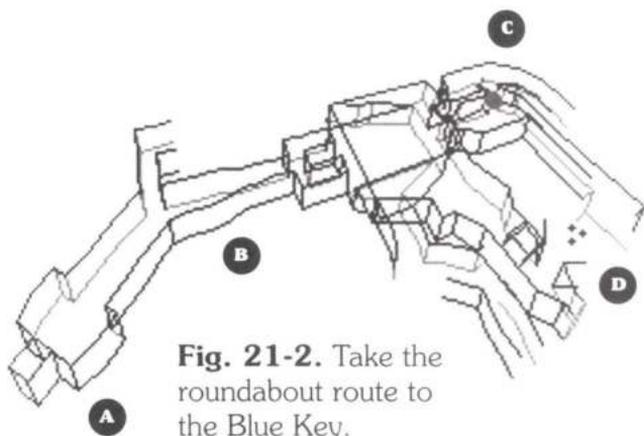
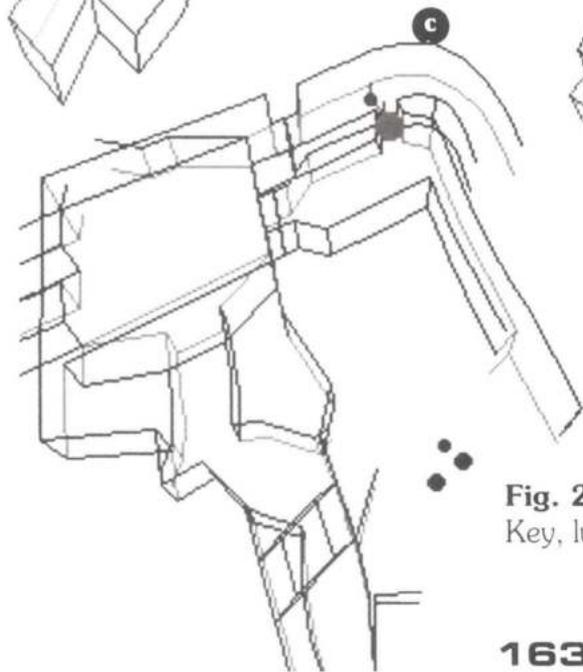
## The Story

This is primarily a single-decked colony (Deck 2 is quite small), a sprawling colony with its very own secret level. Heheheheh.

Prepare for *Descent* . . .

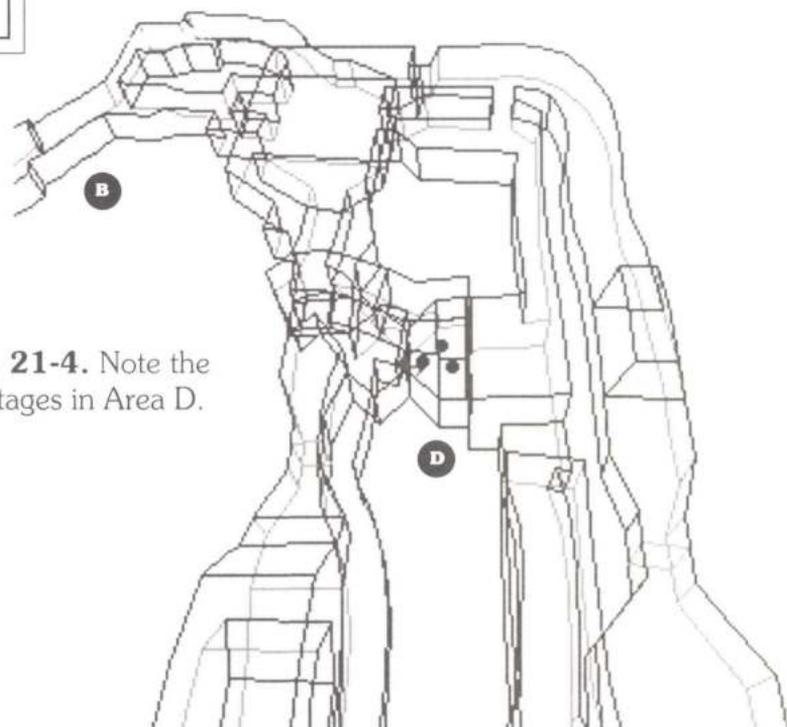
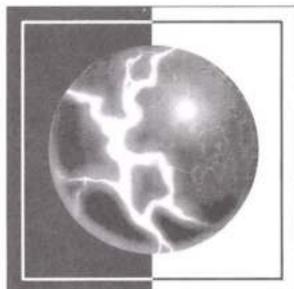


**Fig. 21-1.** Here's the launch tube into Area 21.



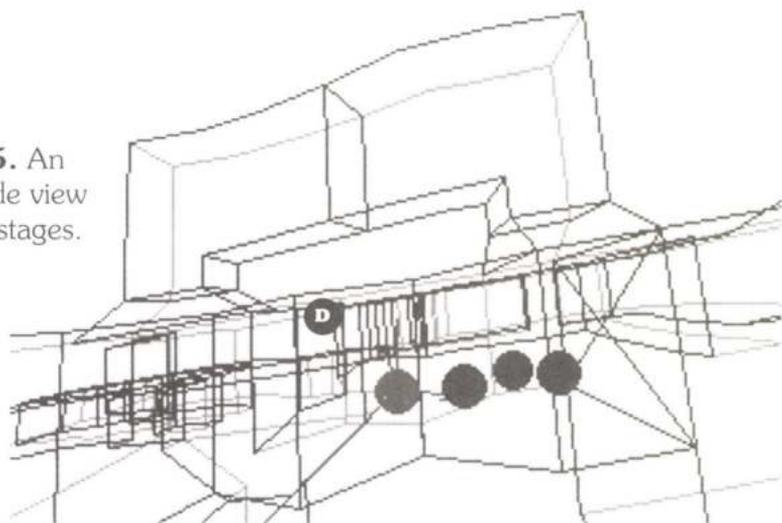
**Fig. 21-2.** Take the roundabout route to the Blue Key.

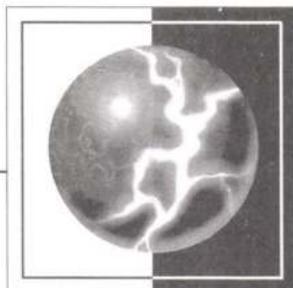
**Fig. 21-3.** Here's the Blue Key, lurking around a corner.



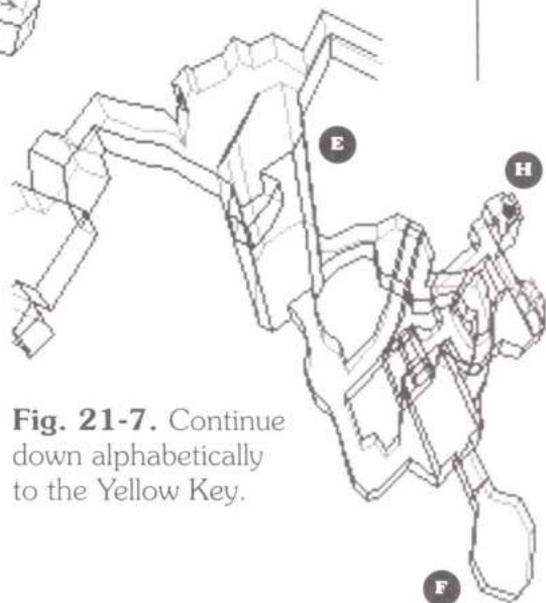
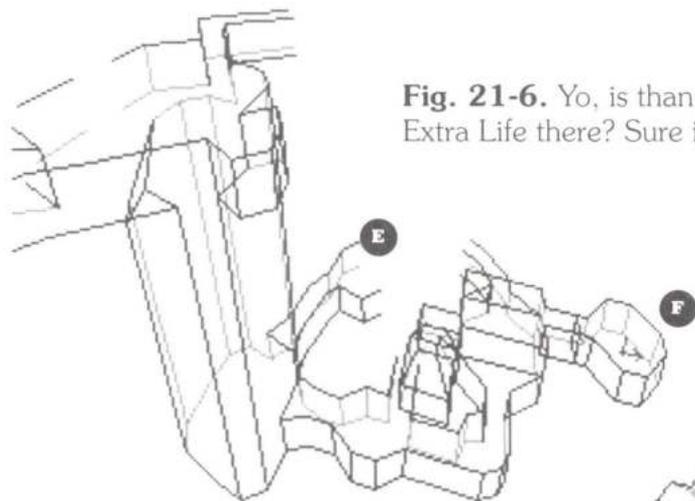
**Fig. 21-4.** Note the Hostages in Area D.

**Fig. 21-5.** An intense side view of the Hostages.

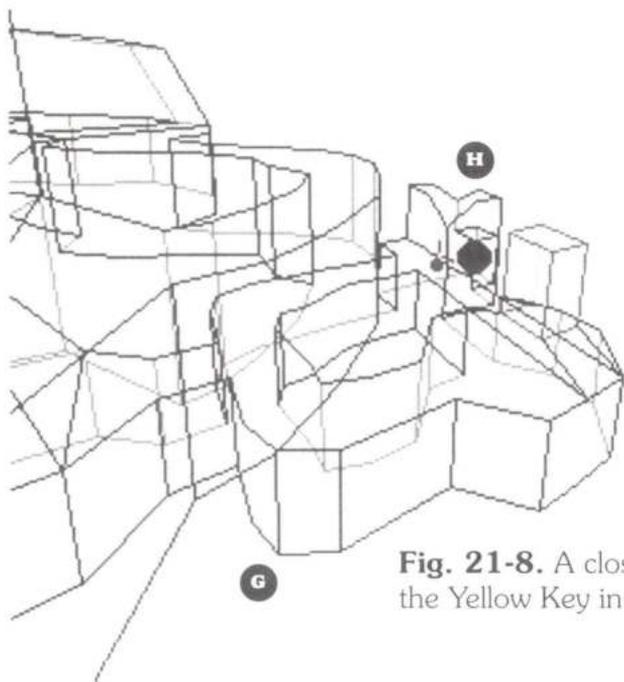




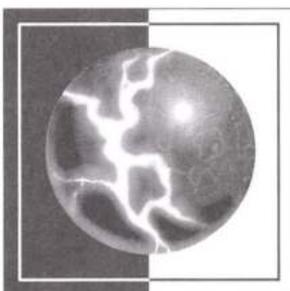
**Fig. 21-6.** Yo, is than an Extra Life there? Sure is.



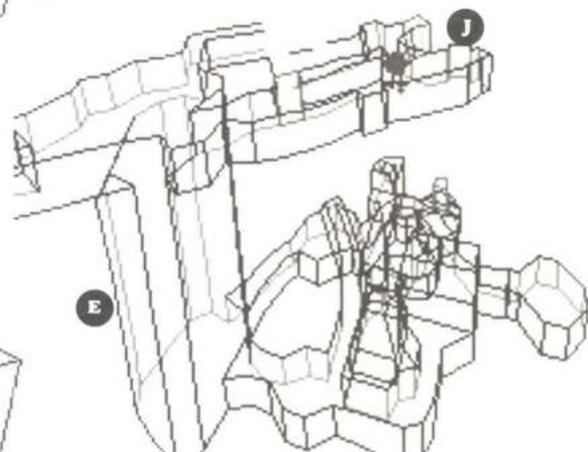
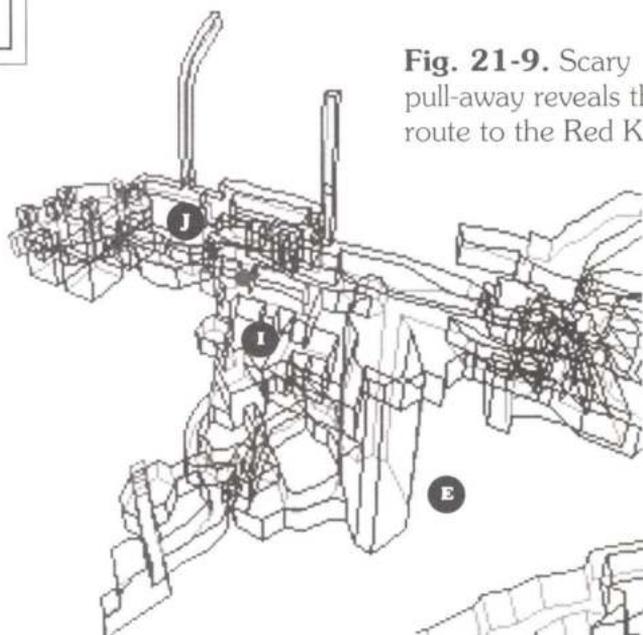
**Fig. 21-7.** Continue down alphabetically to the Yellow Key.



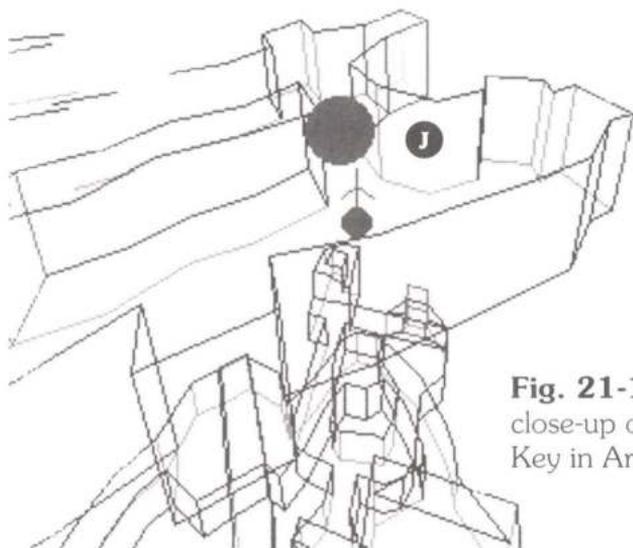
**Fig. 21-8.** A close-up of the Yellow Key in Area H.



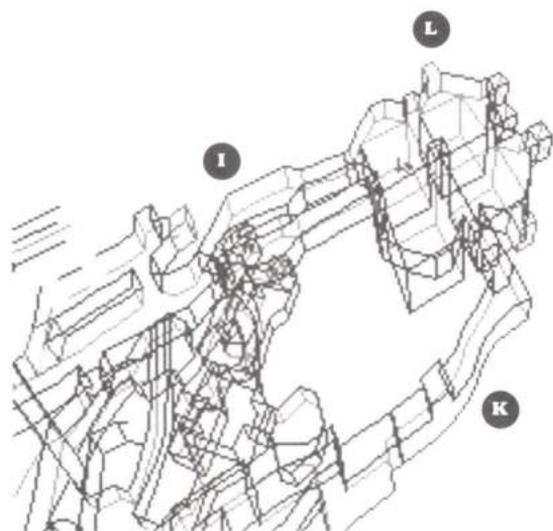
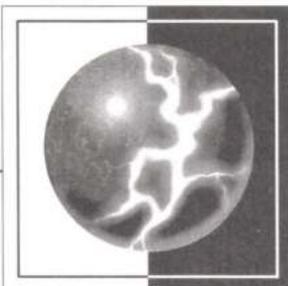
**Fig. 21-9.** Scary pull-away reveals the route to the Red Key.



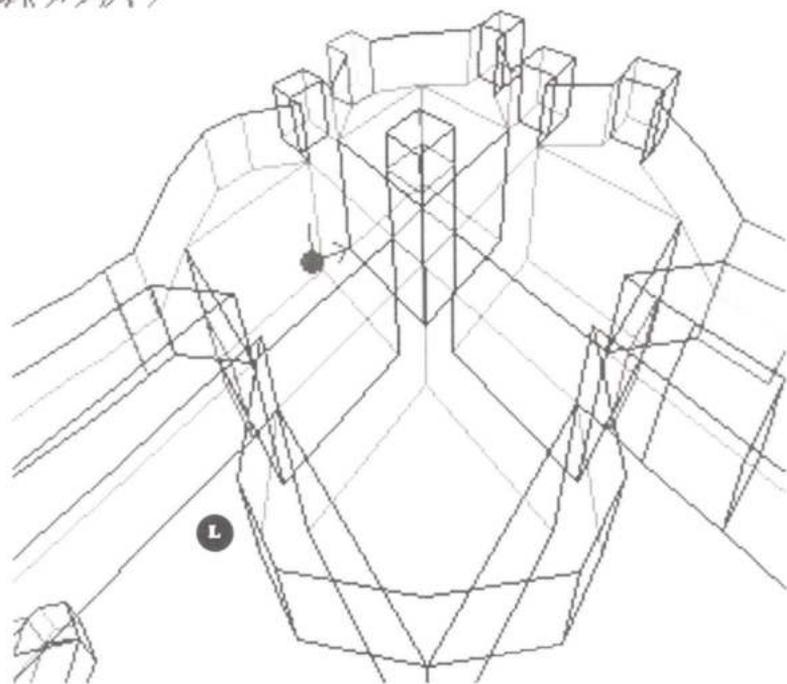
**Fig. 21-10.** Medium shot of the Red Key.



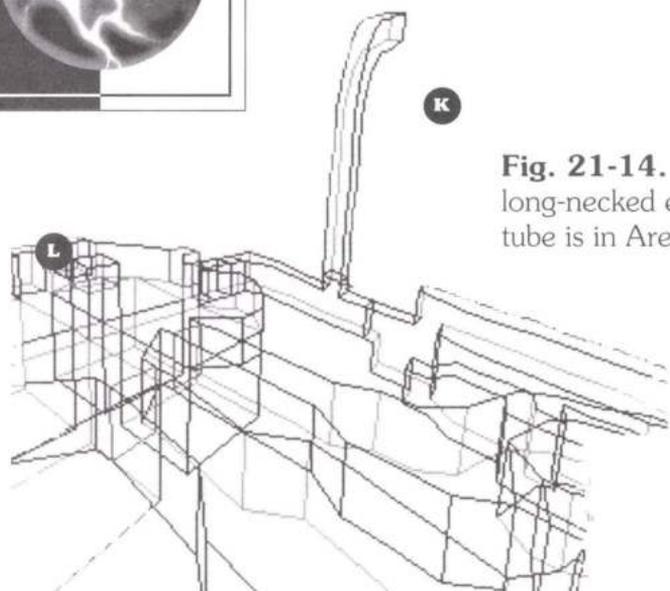
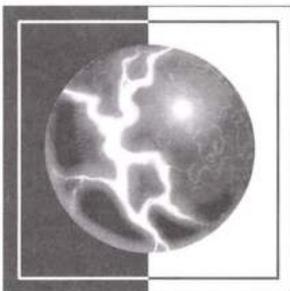
**Fig. 21-11.** Extreme close-up of the Red Key in Area J.



**Fig. 21-12.** Then the camera pulls back to show the way to the Reactor.

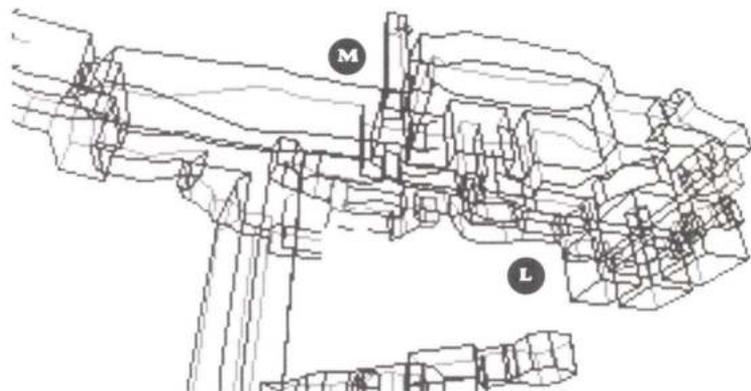
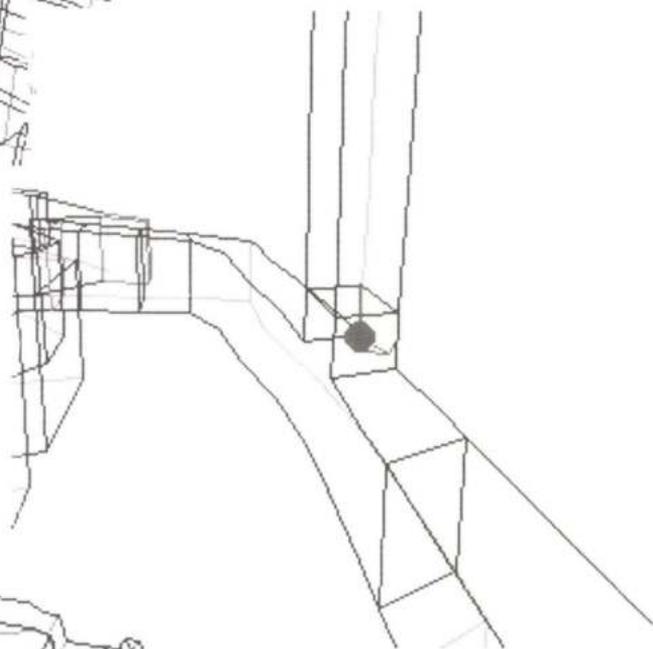


**Fig. 21-13.** Close-up of Area L and the Reactor.

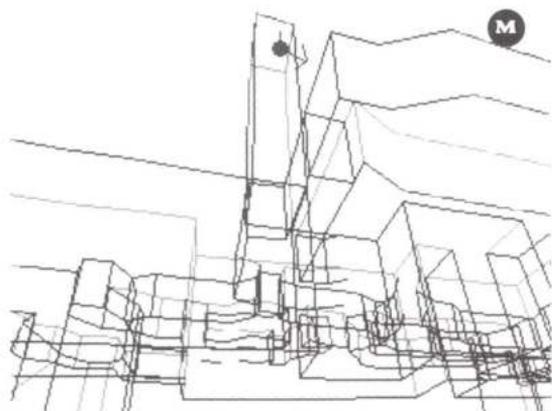


**Fig. 21-14.** The long-necked exit tube is in Area K.

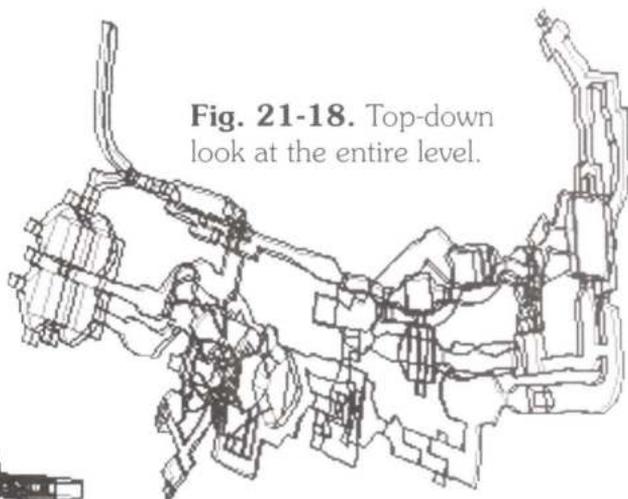
**Fig. 21-15.** And is that—? Yep, it's a secret exit to a hidden level.



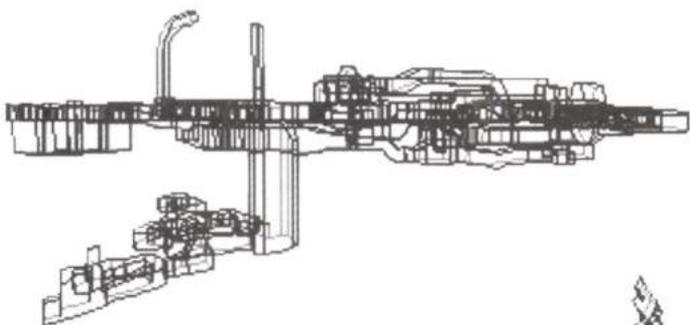
**Fig. 21-16.** Another look at the secret exit (Area M).



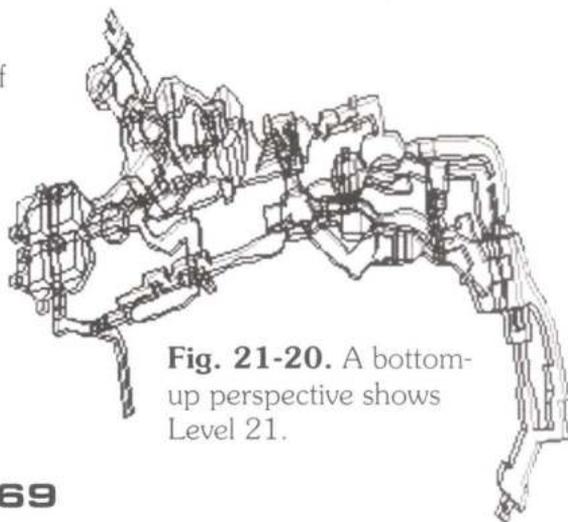
**Fig. 21-17.** In close on the secret exit.



**Fig. 21-18.** Top-down look at the entire level.



**Fig. 21-19.** Side view of Level 21 in its entirety.

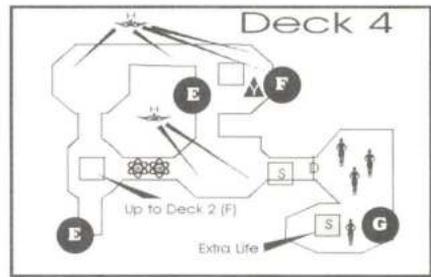
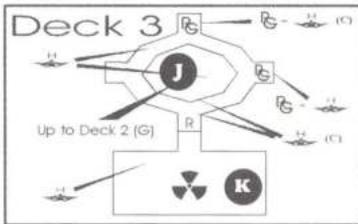
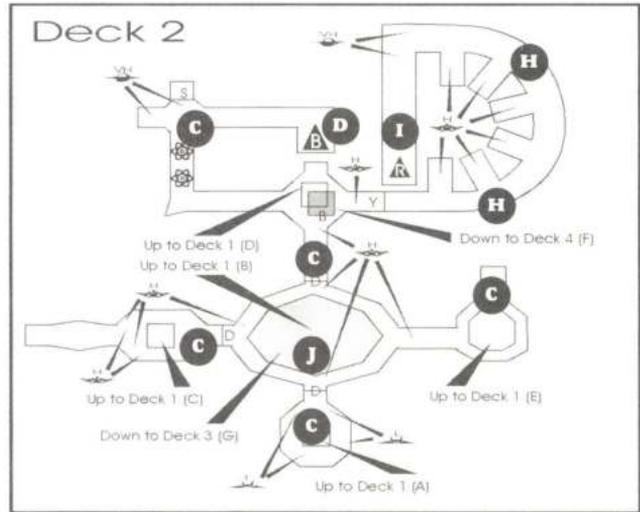
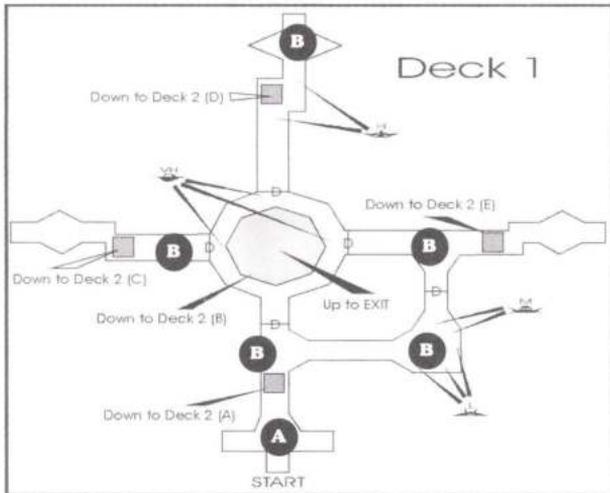


**Fig. 21-20.** A bottom-up perspective shows Level 21.



# DESCENT The Official Strategy Guide

## LEVEL 22 - NEPTUNE STORAGE DEPOT

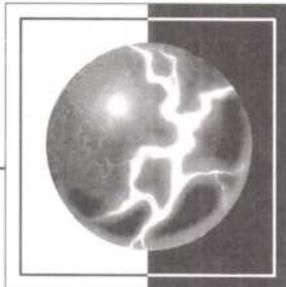


**LEGEND**

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**ROBOTS**

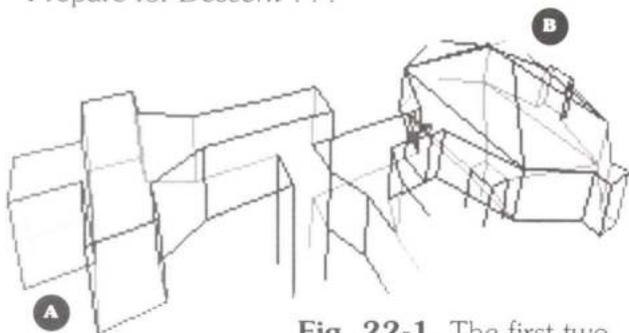
(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



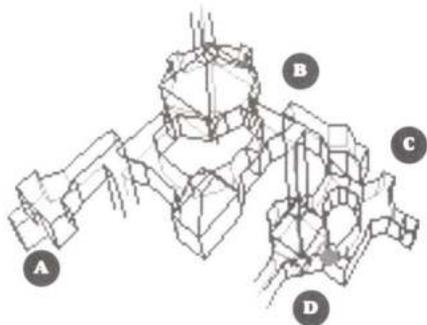
## The Story

An odd-looking, quad-deck structure built around two four-point intersections.

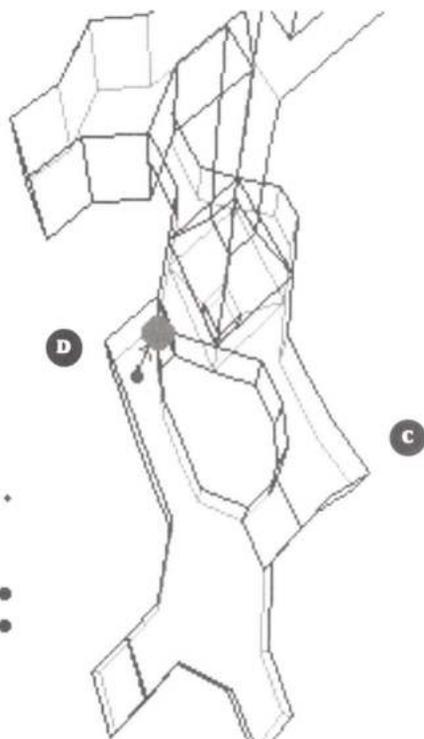
Prepare for *Descent* . . .



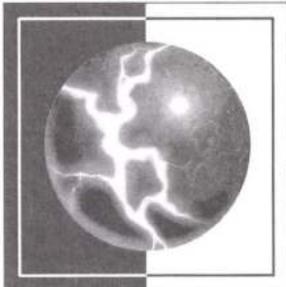
**Fig. 22-1.** The first two sections of Level 22.



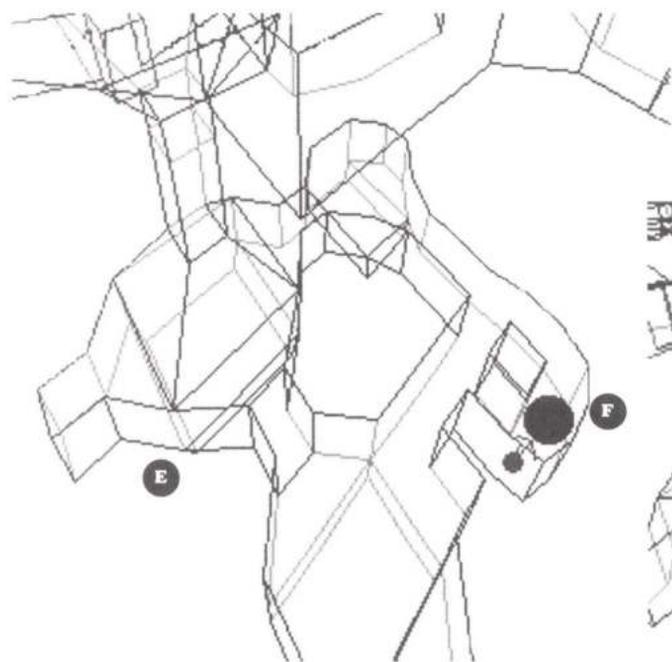
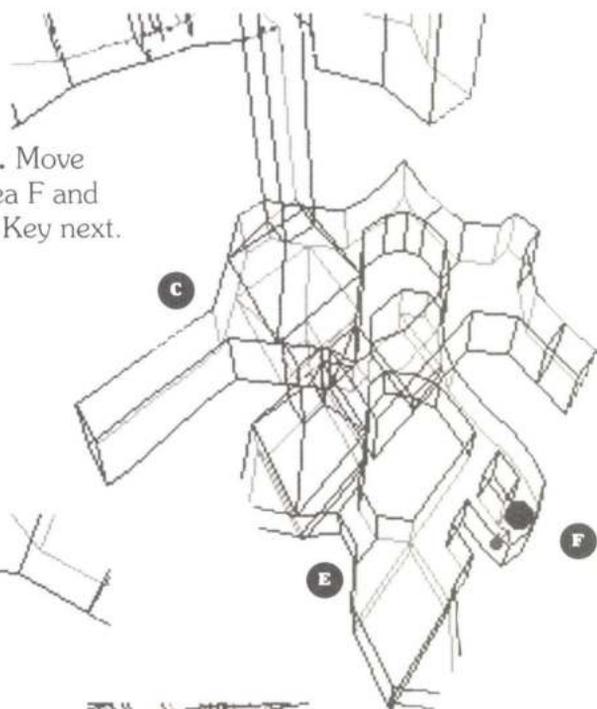
**Fig. 22-2.** Touch all four points and you're on your way to the Blue Key.



**Fig. 22-3.** In close on Area D, which holds the Blue Key.



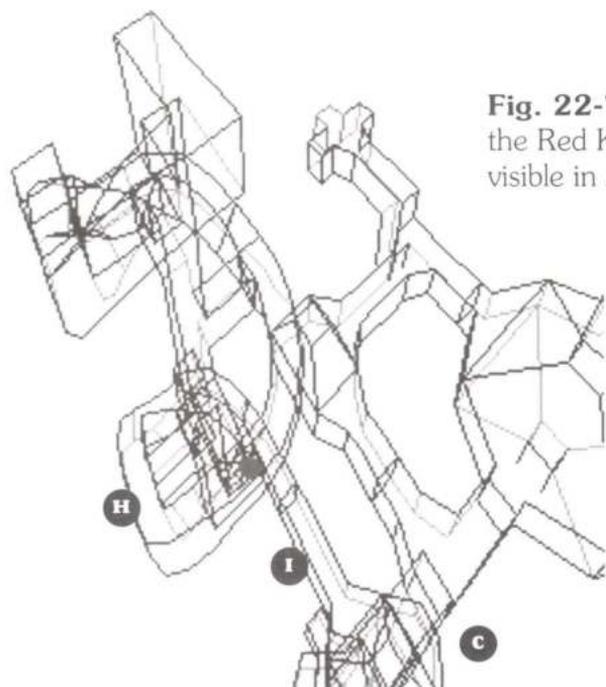
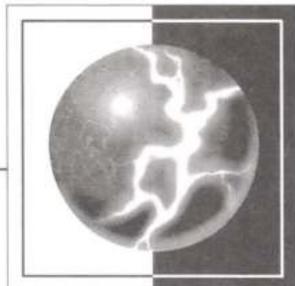
**Fig. 22-4.** Move toward Area F and the Yellow Key next.



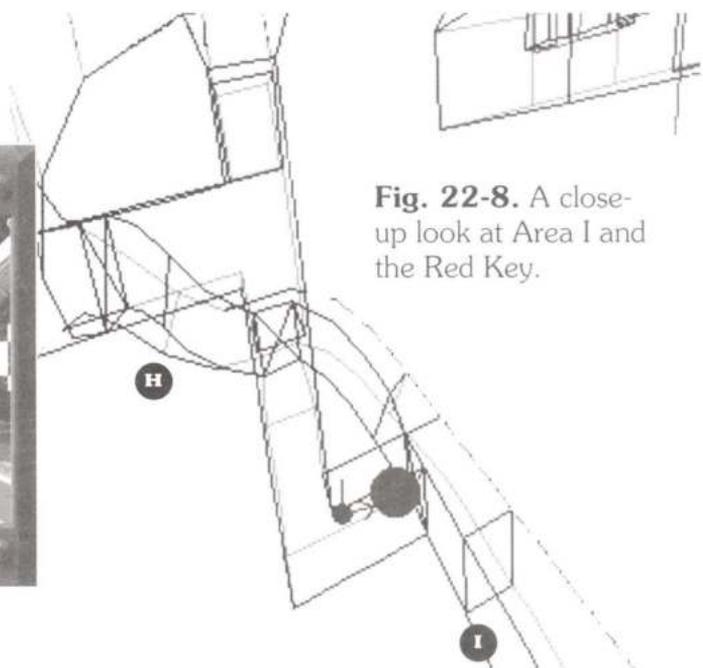
**Fig. 22-5.** In tight on the Yellow Key.



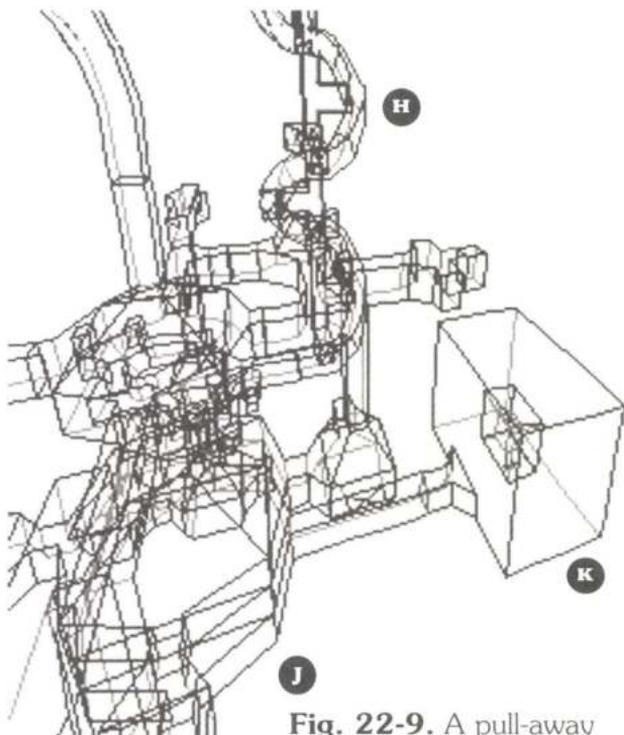
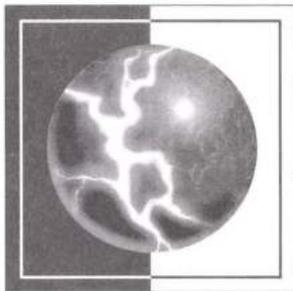
**Fig. 22-6.** Then continue on to Area G and the Hostages.



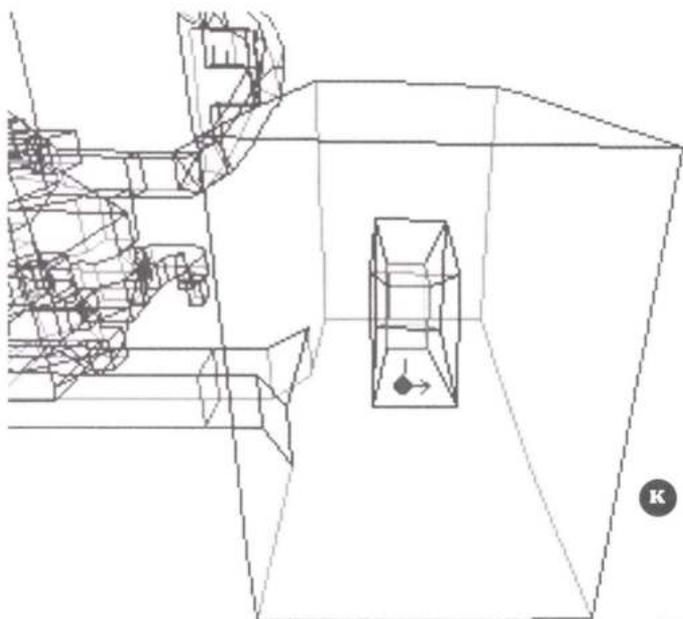
**Fig. 22-7.** Note the Red Key, barely visible in Area I.



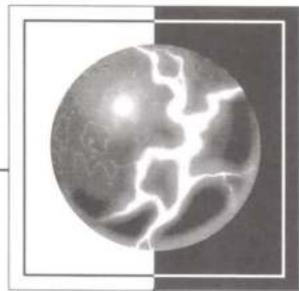
**Fig. 22-8.** A close-up look at Area I and the Red Key.



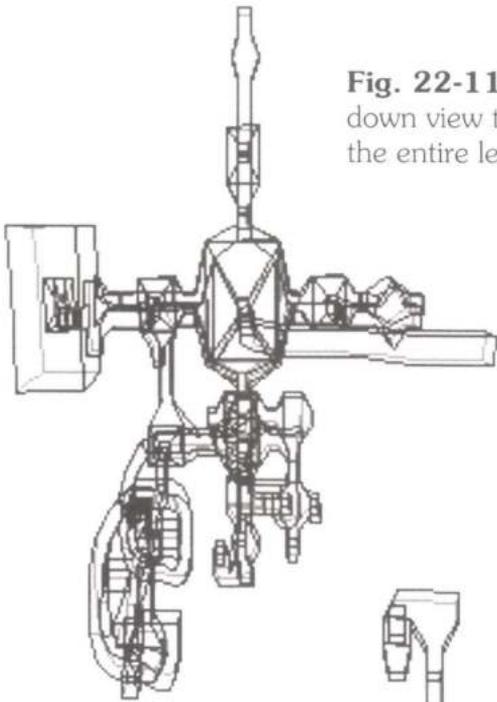
**Fig. 22-9.** A pull-away view displaying the route to the Reactor.



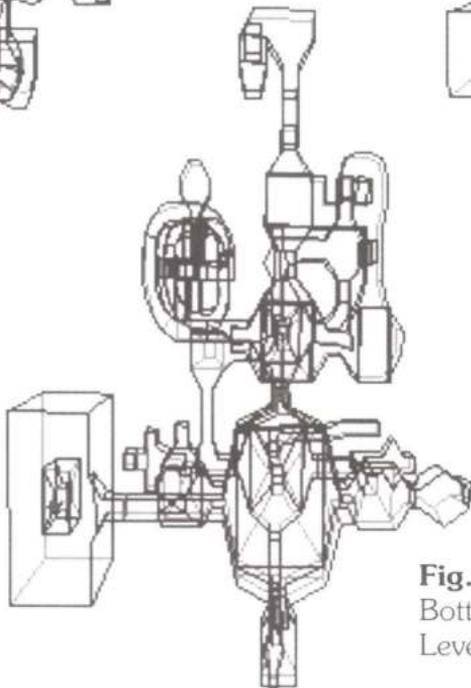
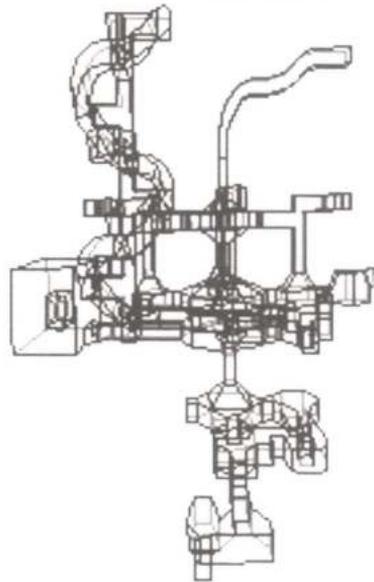
**Fig. 22-10.** A close-up of the Reactor in Area K.



**Fig. 22-11.** A top-down view takes in the entire level.



**22-12.** Level 22 as seen from the side.

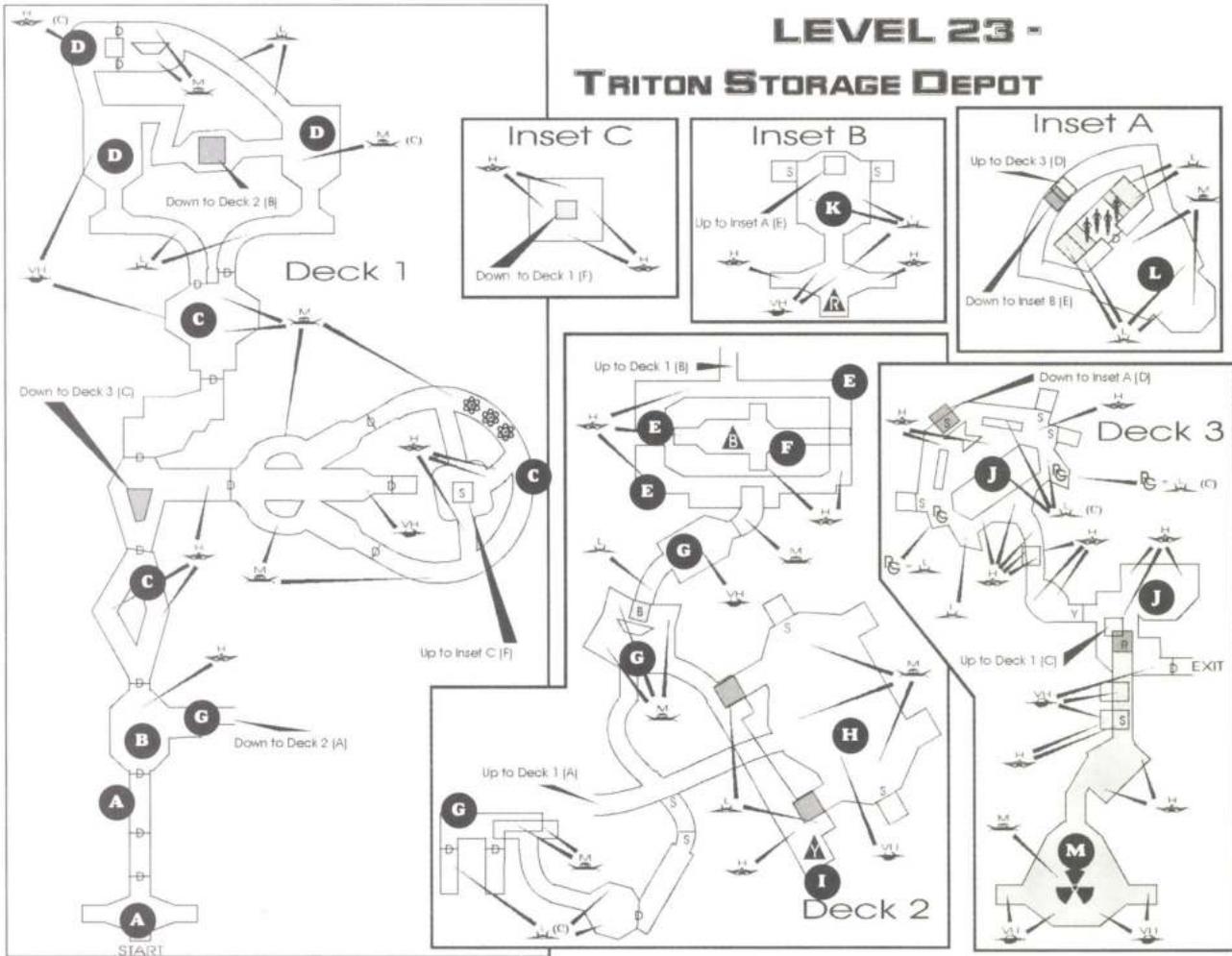


**Fig. 22-13.**  
Bottom-up look at  
Level 22.



# DESCENT The Official Strategy Guide

## LEVEL 23 - TRITON STORAGE DEPOT

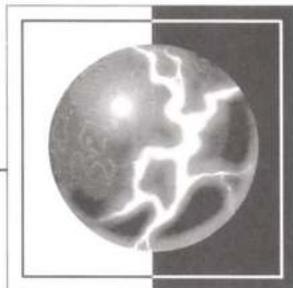


**LEGEND**

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**ROBOTS**

(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss

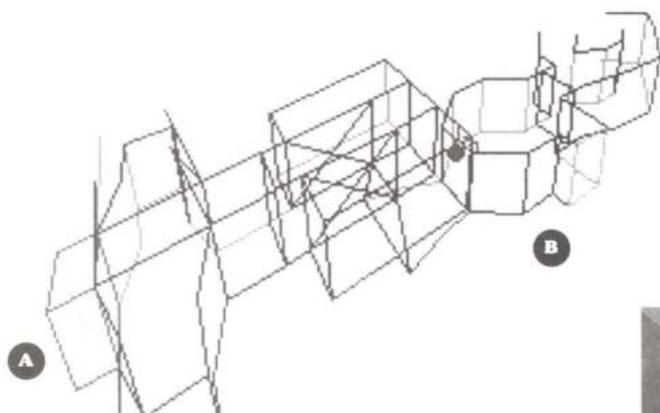


## The Story

Three decks and two insets comprise this level, which includes a 360 degree area and many corridors. They say Triton's nice this time of year, so—

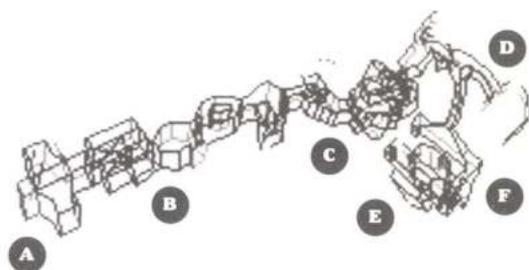
Prepare for *Descent* . . .

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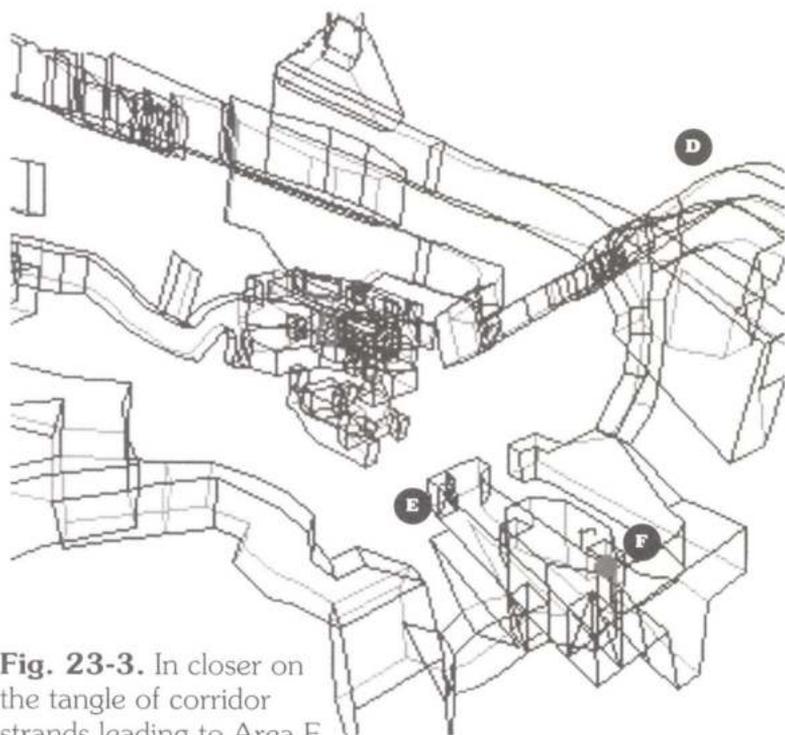


**Fig. 23-1.** Areas A and B can be clearly seen in this wireframe.





**Fig. 23-2.** Follow the alphabet to the Blue Key, largely obscured in Area F.



**Fig. 23-3.** In closer on the tangle of corridor strands leading to Area F and the Blue Key.

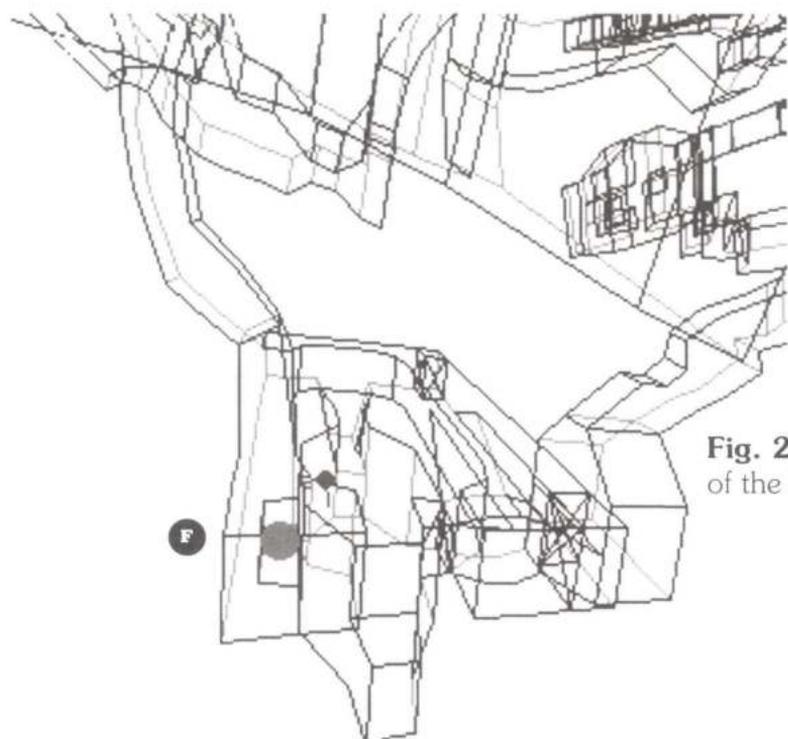
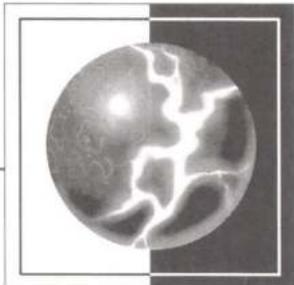
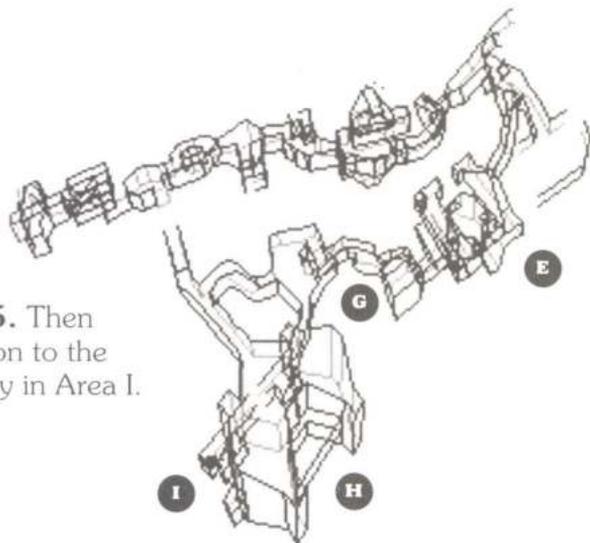
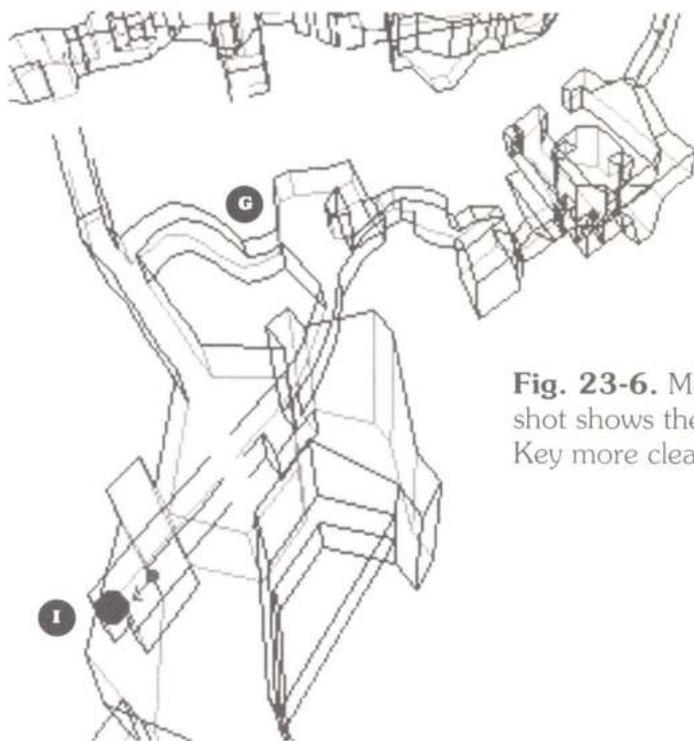


Fig. 23-4. Close-up of the Blue Key.





**Fig. 23-5.** Then continue on to the Yellow Key in Area I.



**Fig. 23-6.** Medium shot shows the Yellow Key more clearly.

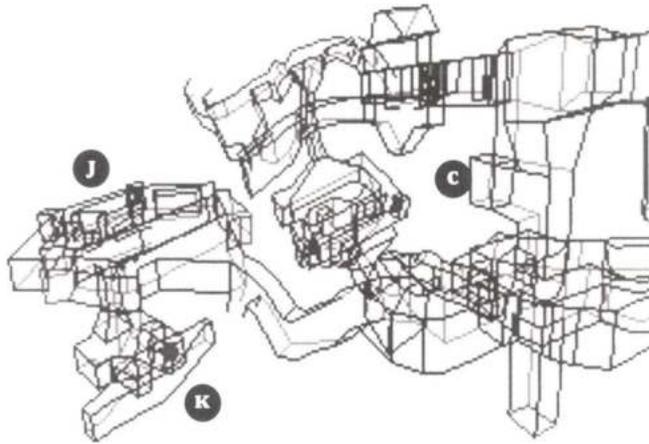


Fig. 23-7. A pull-away wireframe of the Red Key.

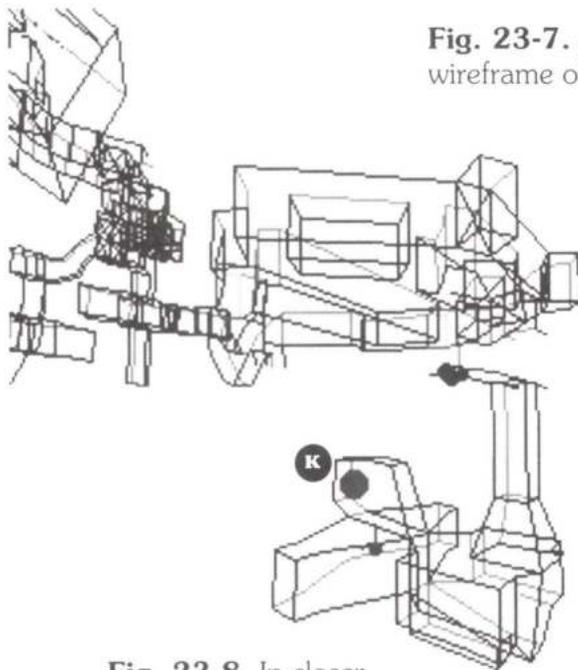
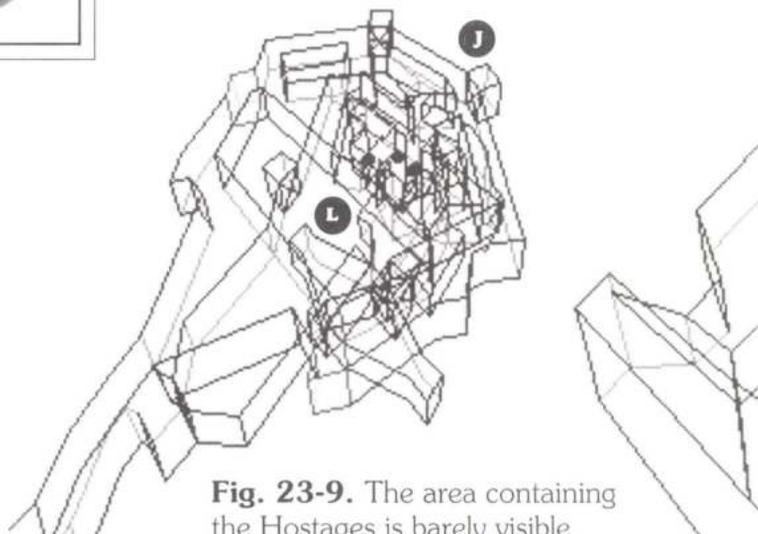
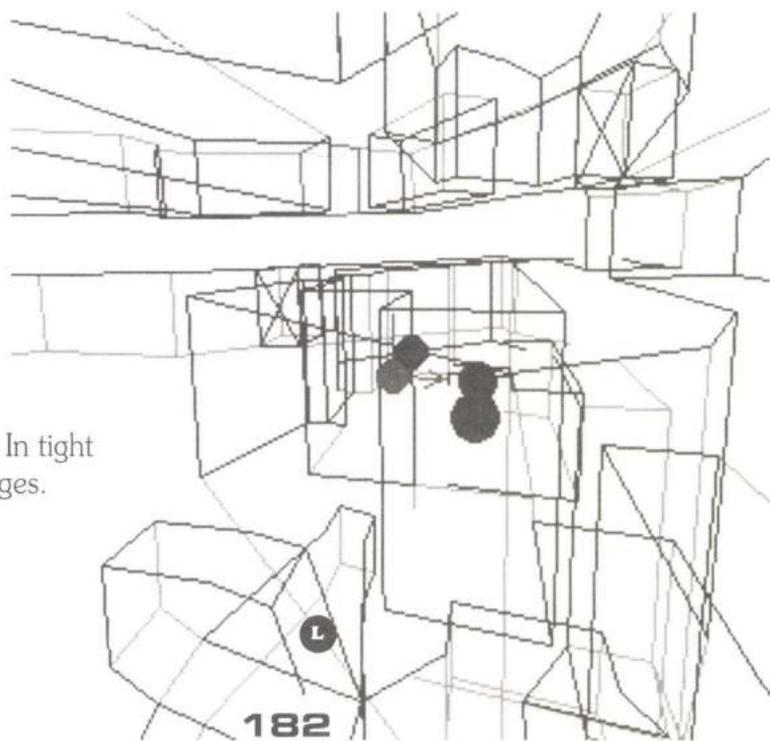


Fig. 23-8. In closer on Area K and the Red Key within.





**Fig. 23-9.** The area containing the Hostages is barely visible among the tangle of wireframes (Area L).



**Fig. 23-10.** In tight on the Hostages.

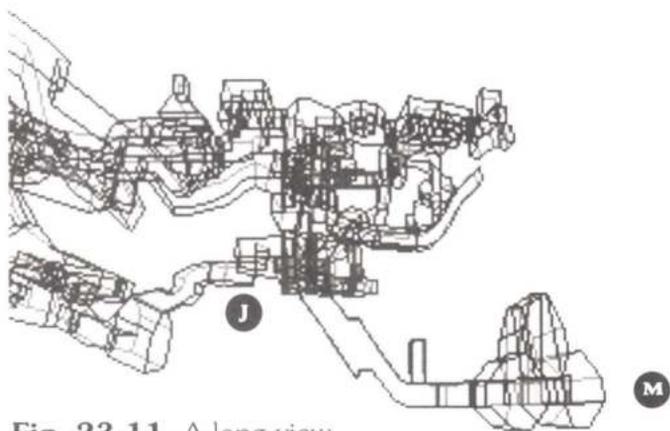


Fig. 23-11. A long view of the path to the reactor.

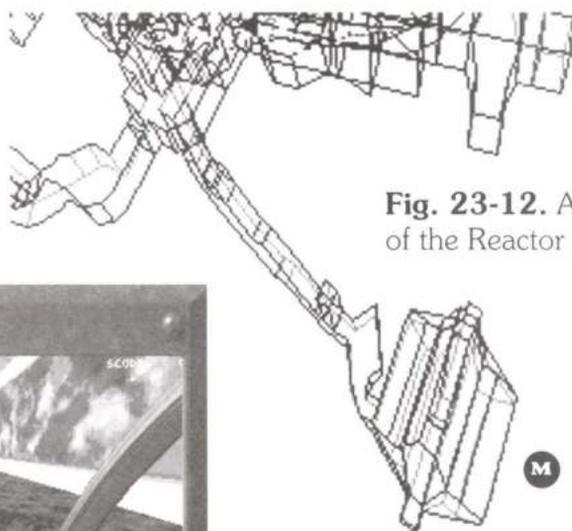
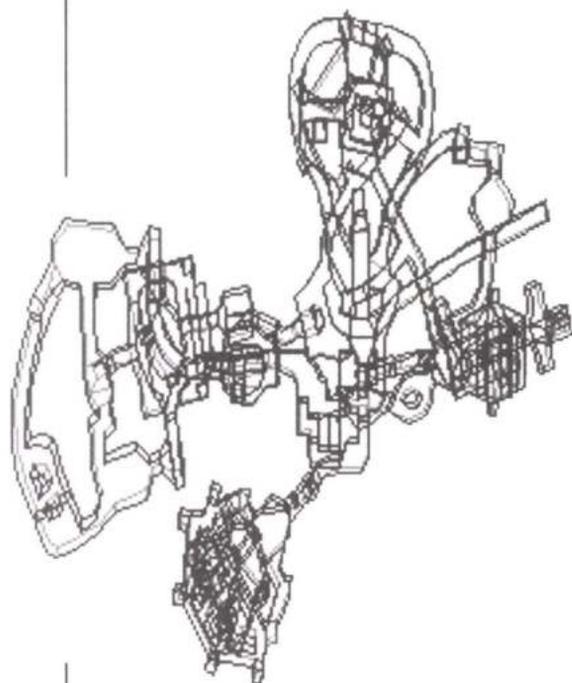


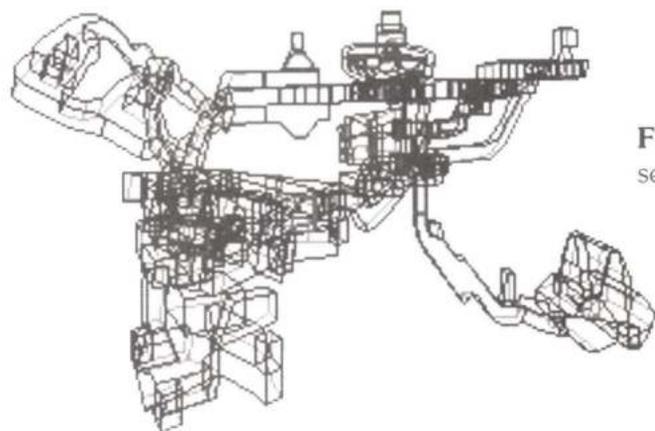
Fig. 23-12. A close-up of the Reactor (Area M).



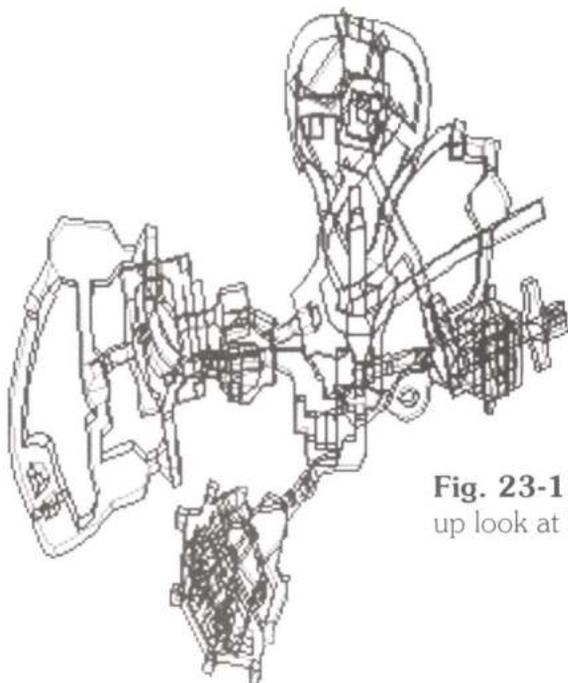


**Fig. 23-13.** A top-down look at the entire level.





**Fig. 23-14.** Level 23 seen from a side view.



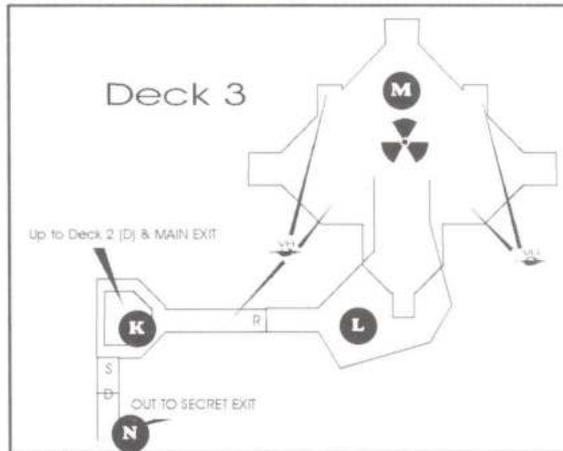
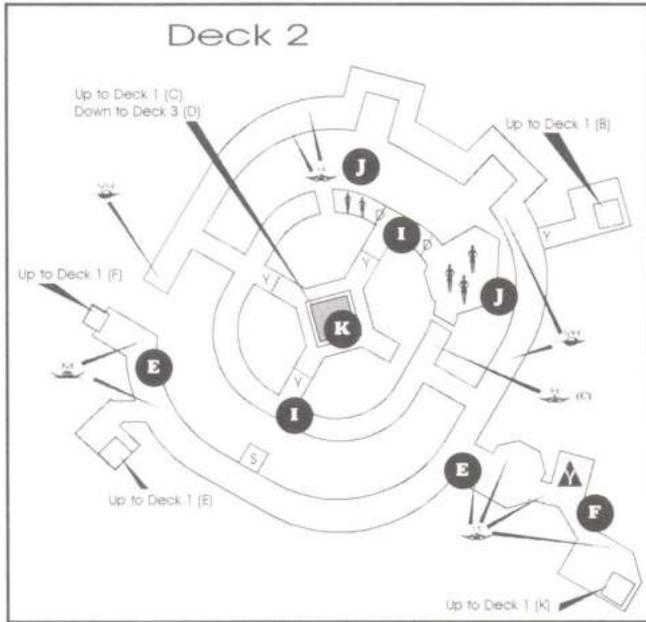
**Fig. 23-15.** A bottom-up look at Level 23.



**LEVEL 24 Nereid Volatile Mine**



PAGE 2 of 2



**LEGEND**

Power	Reactor	Turner Down	Turner Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostage

**ROBOTS**

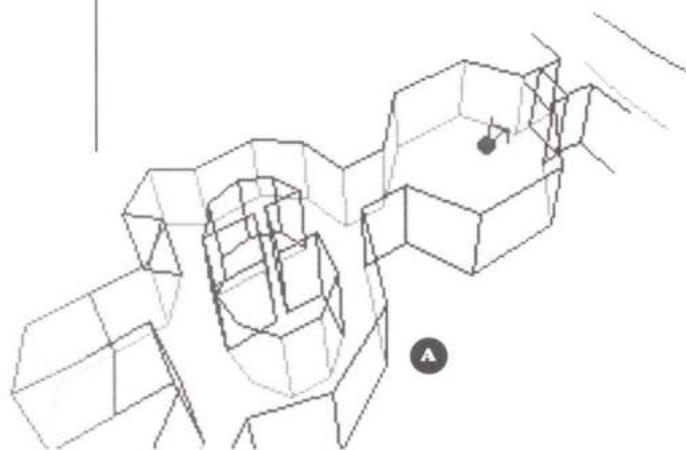
Cloaked	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



## The Story

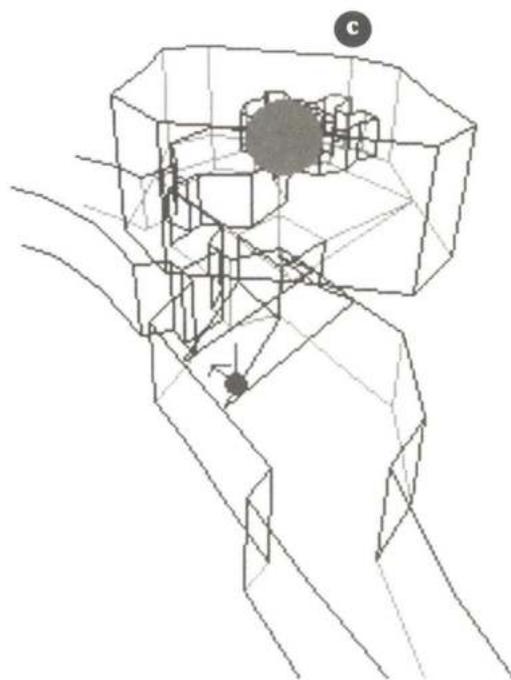
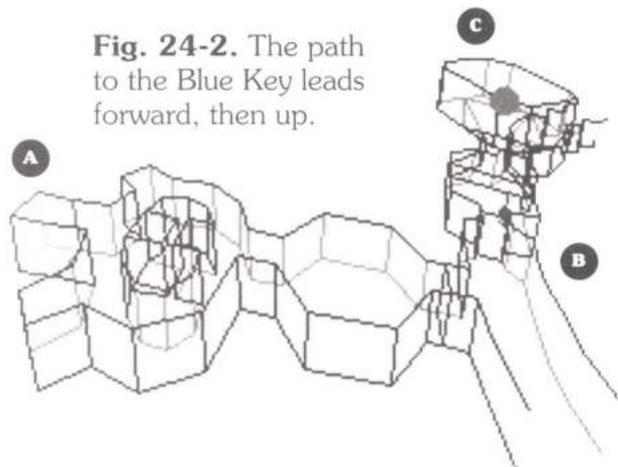
One of the largest levels in the game, the heart of this mine is the concentrically circular tubes which comprise most of Decks 1 and 2. Get ready for plenty of sharp curves and very few right angles.

Prepare for *Descent* . . .

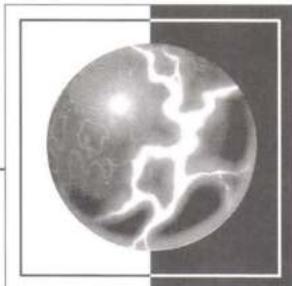


**Fig. 24-1.** A journey of a million miles begins with a single footstep. In other words: get going, homey, this is just the beginning.

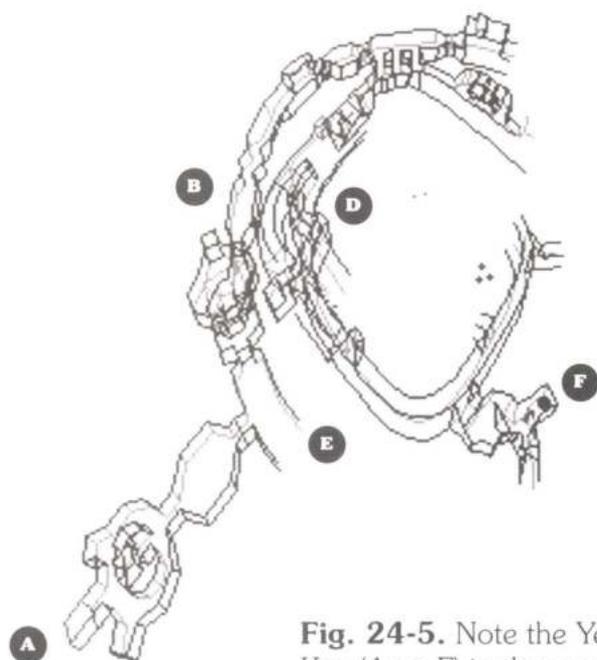
**Fig. 24-2.** The path to the Blue Key leads forward, then up.



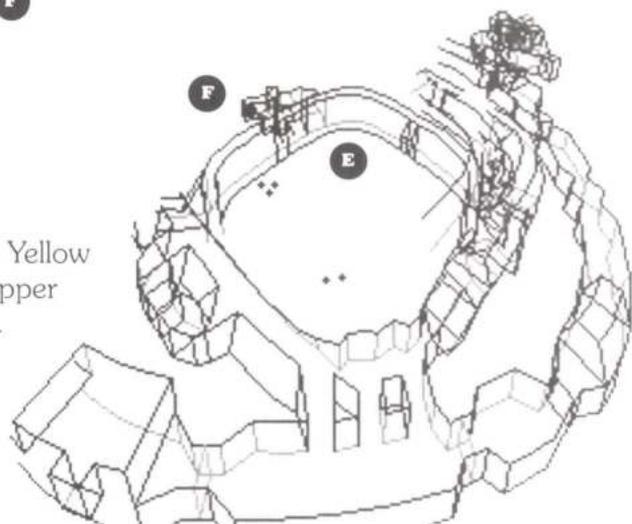
**Fig. 24-3.** Then we zoom in close on Area C and the Blue Key.



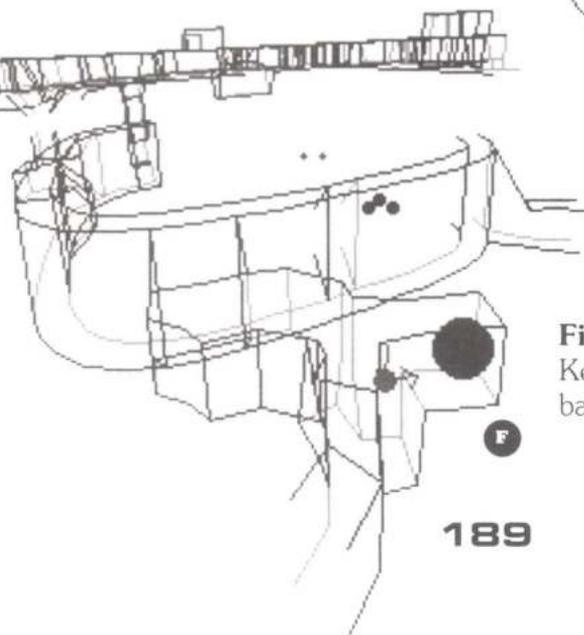
**Fig. 24-4.** Next, a pull-away view showing the route to the Yellow Key.

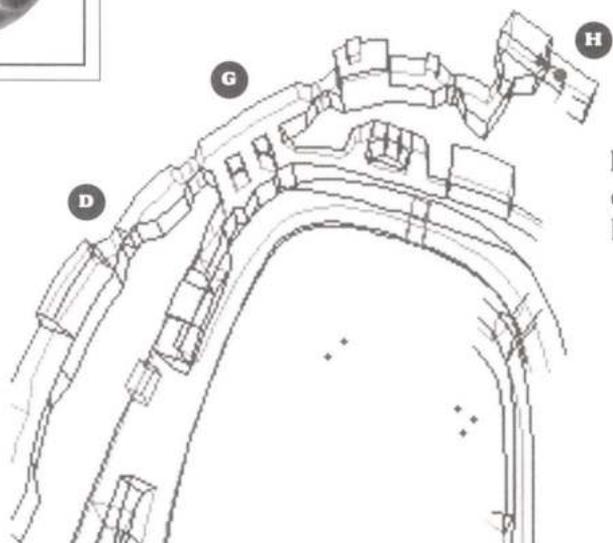


**Fig. 24-5.** Note the Yellow Key (Area F) in the upper left of this wireframe.

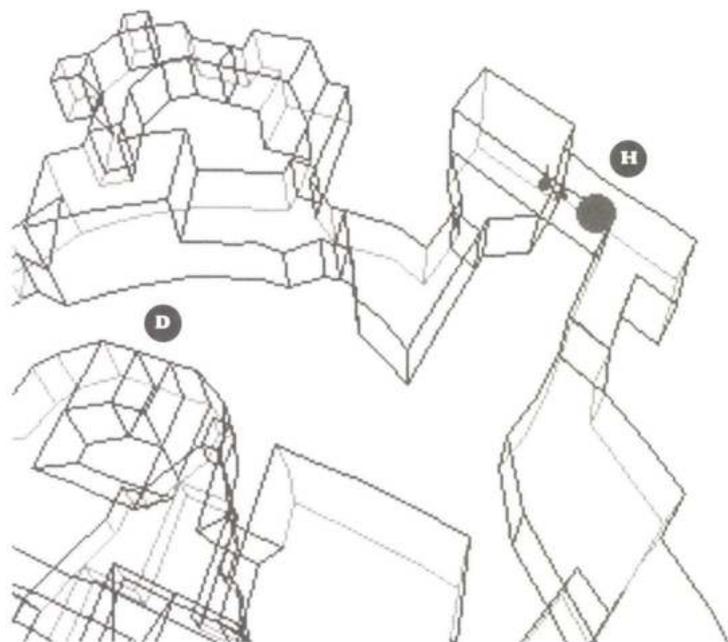


**Fig. 24-6.** In tight on the Yellow Key, and note the Hostages barely visible in the background.

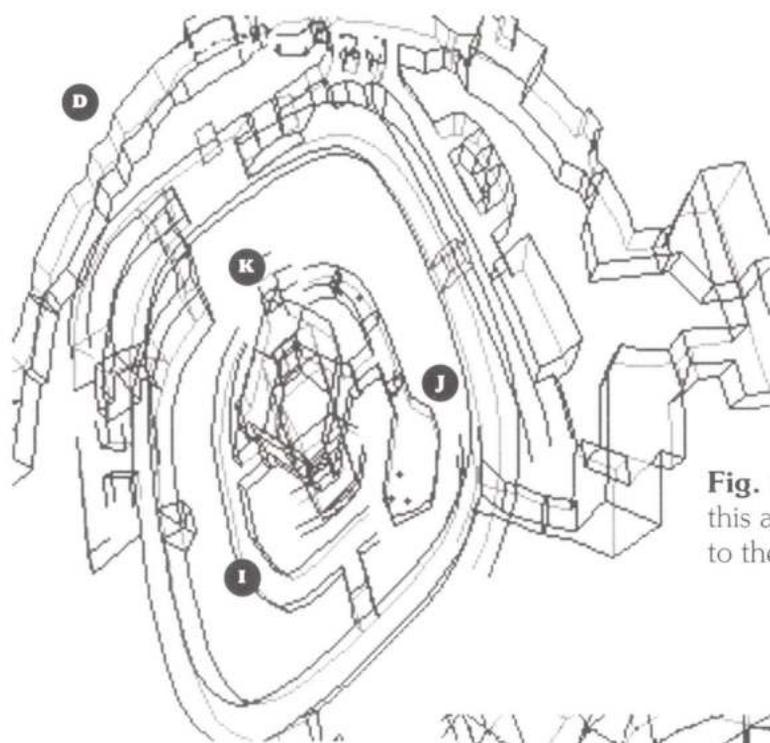
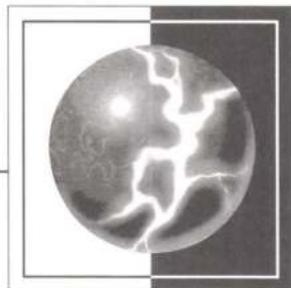




**Fig. 24-7.** The trail continues on to the Red Key (Area H).

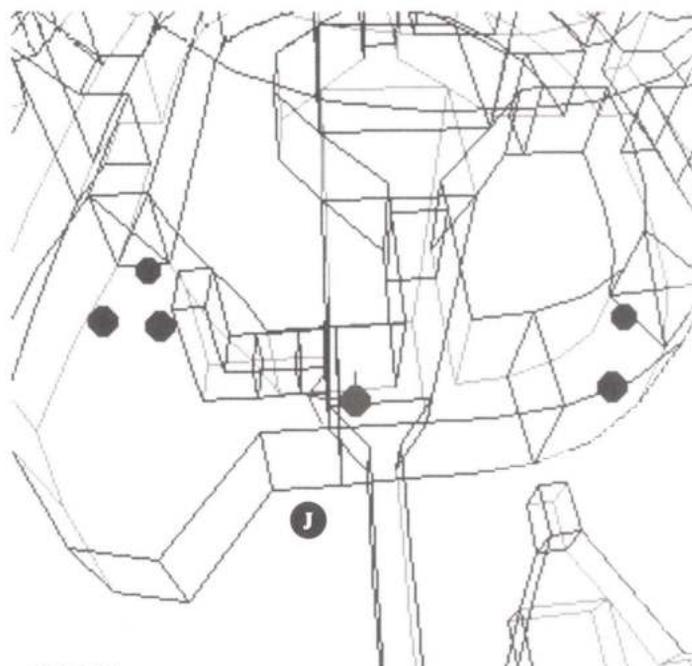


**Fig. 24-8.** In closer on Area H.



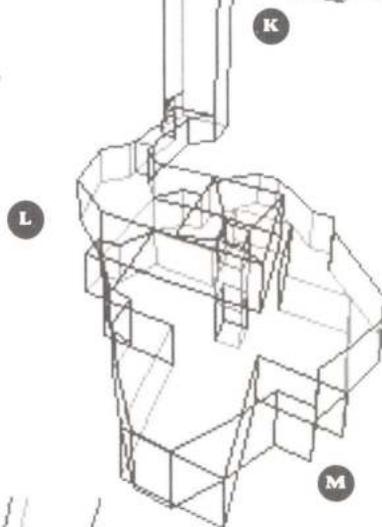
**Fig. 24-9.** Check out this awesome spiral path to the Hostages (Area J).

**Fig. 24-10.** An extremely tight close-up of the Hostages in Area J.

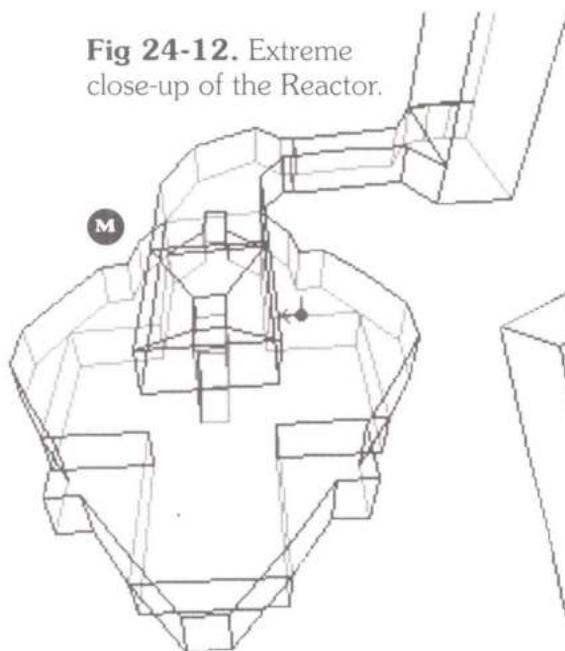




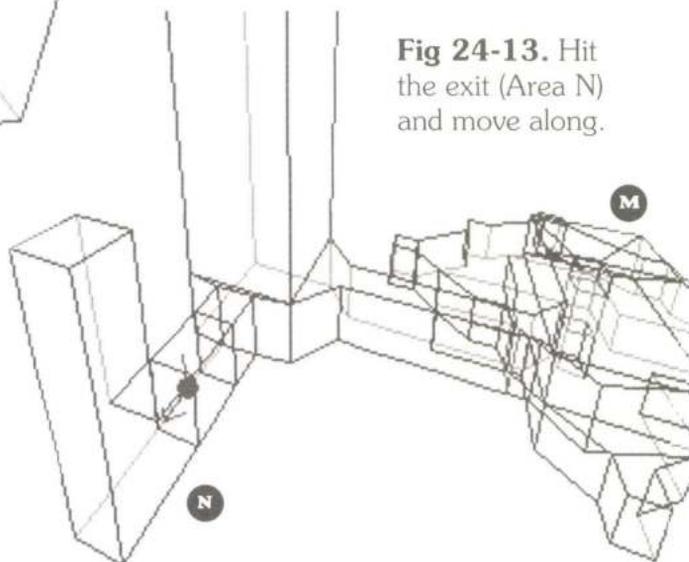
**Fig. 24-11.** The path to the Reactor (Area M), as seen from a pull-away wireframe.

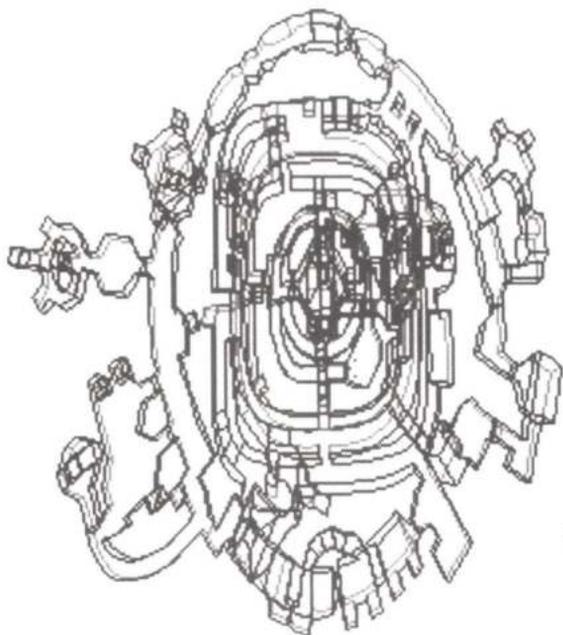
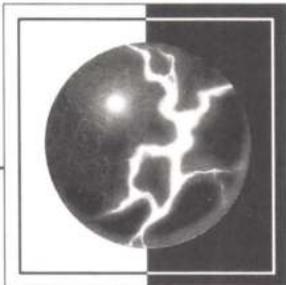


**Fig 24-12.** Extreme close-up of the Reactor.

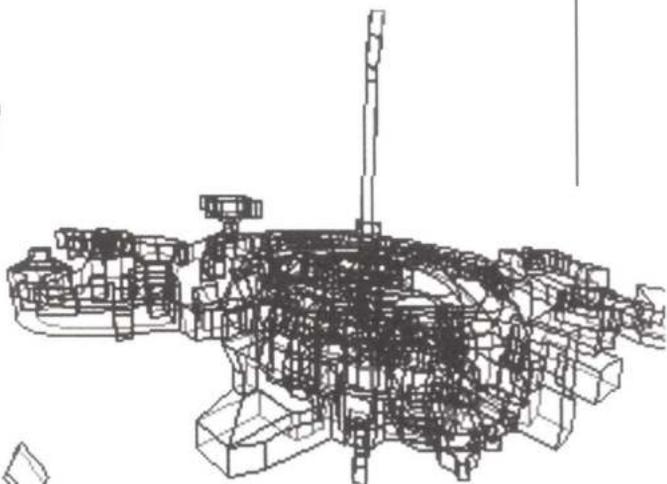


**Fig 24-13.** Hit the exit (Area N) and move along.

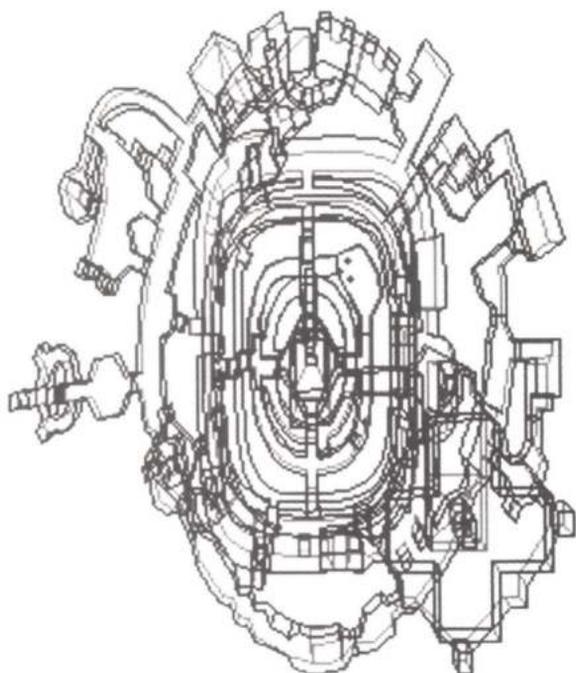




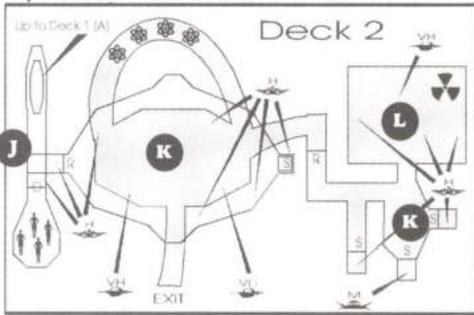
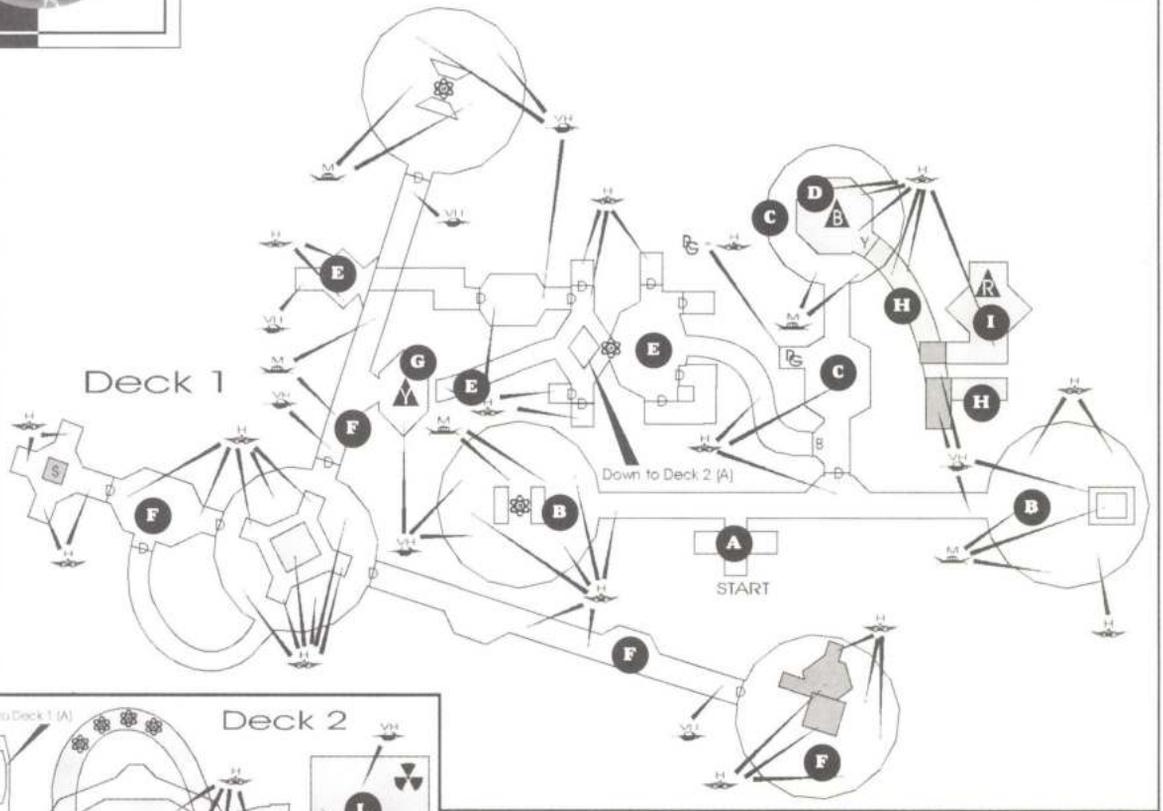
**Fig 24-14.** Top-down look at the gigantic, circular 24th level.



**Fig 24-15.** Side view of the entire level.



**Fig 24-16.** A look at Level 24 as seen from underneath.



**LEVEL 25 - PLUTO OUTPOST**

**LEGEND**

Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostages

**ROBOTS**

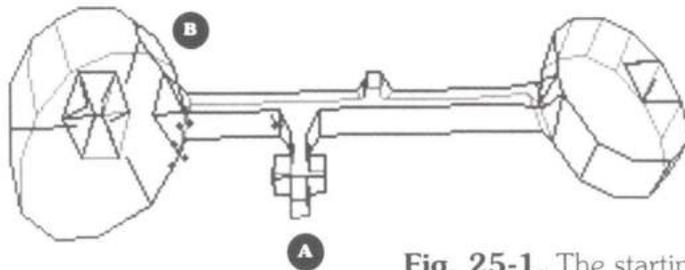
(C)	x 4					
Cloaked	Amount	Low Threat	Medium Threat	High Threat	Very High Threat	Boss



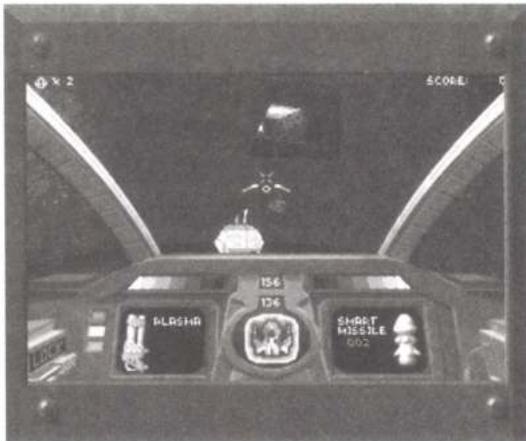
## The Story

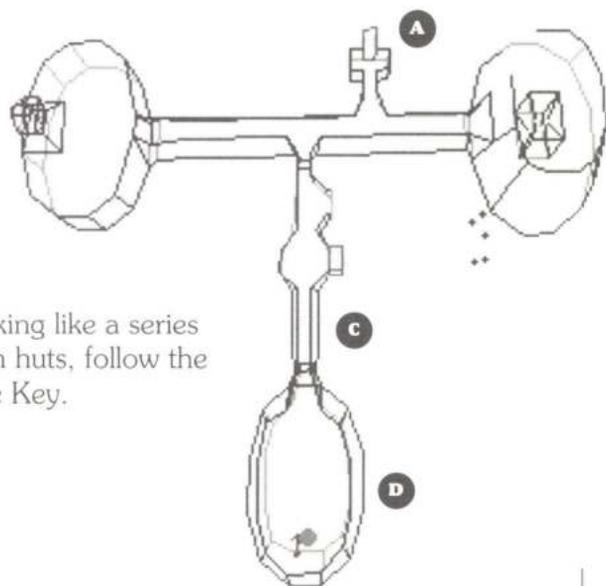
An impressive, sprawling combination of straightways and large, circular chambers, this dual deck level is trickier than it looks.

Prepare for *Descent* . . .

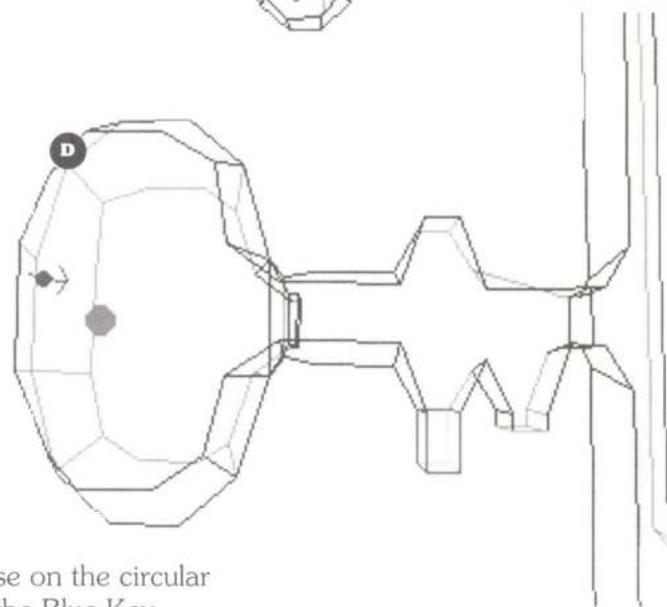


**Fig. 25-1.** The starting point for this level is pretty indicative of what's to come, shape-wise.

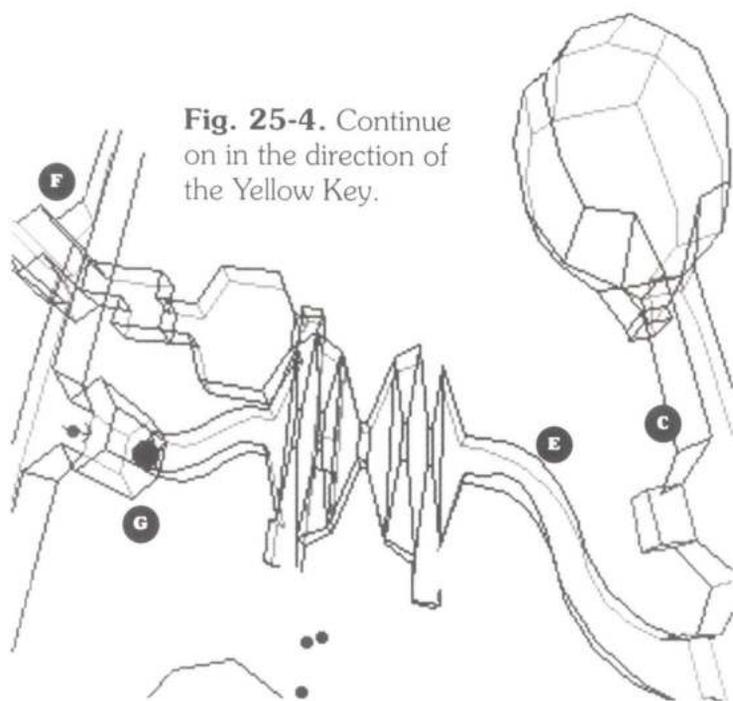
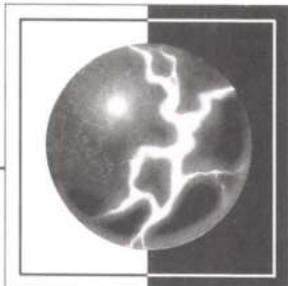




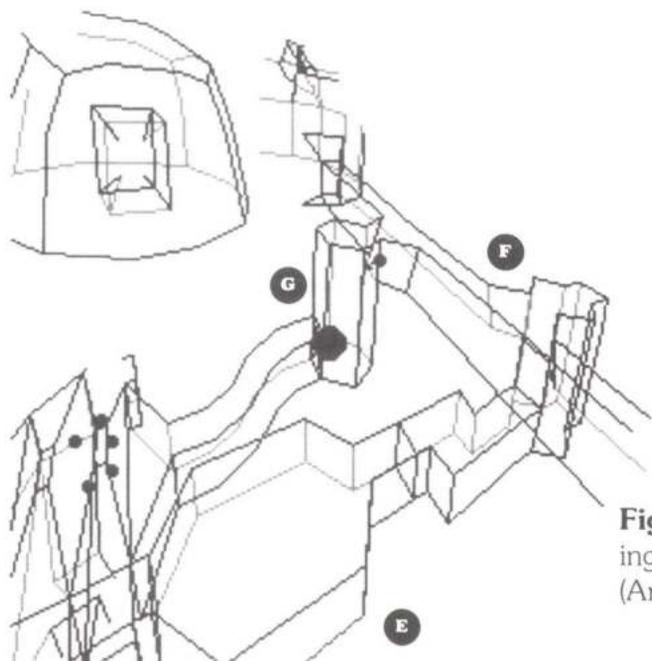
**Fig. 25-2.** Looking like a series of arctic research huts, follow the route to the Blue Key.



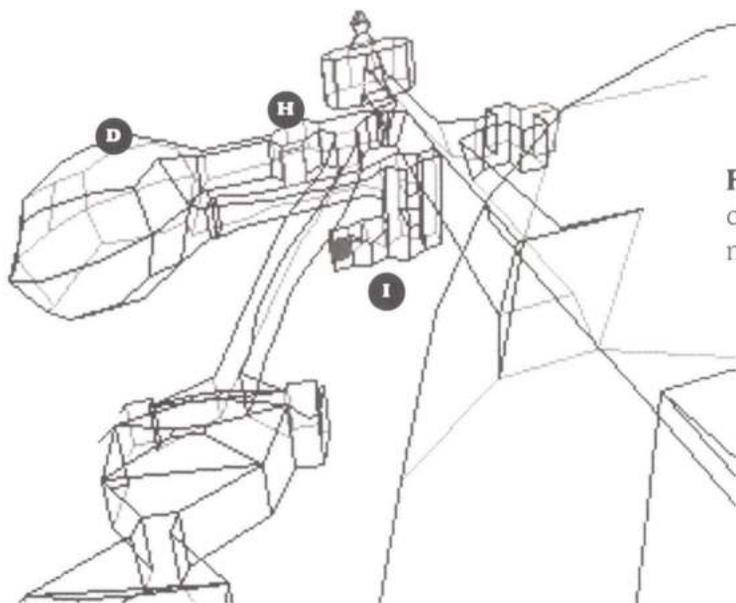
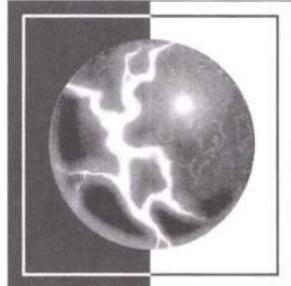
**Fig. 25-3.** In close on the circular chamber holding the Blue Key (Area D).



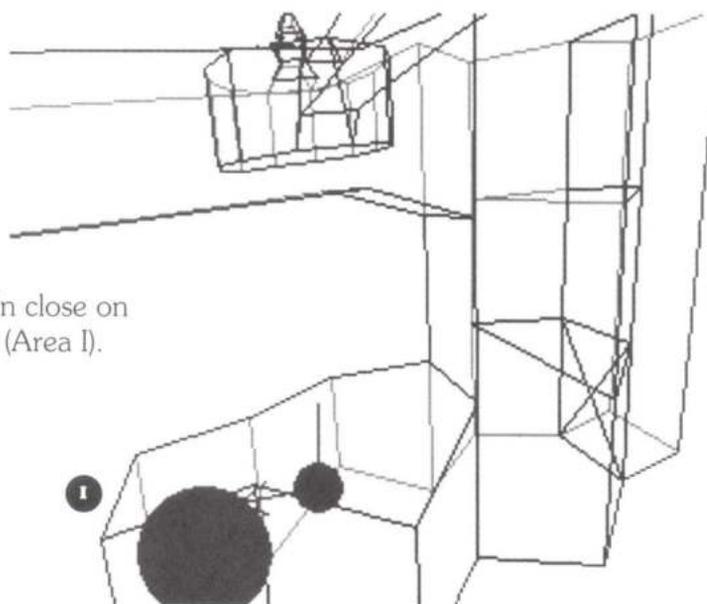
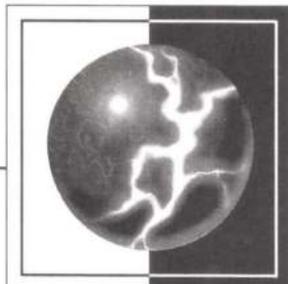
**Fig. 25-4.** Continue on in the direction of the Yellow Key.



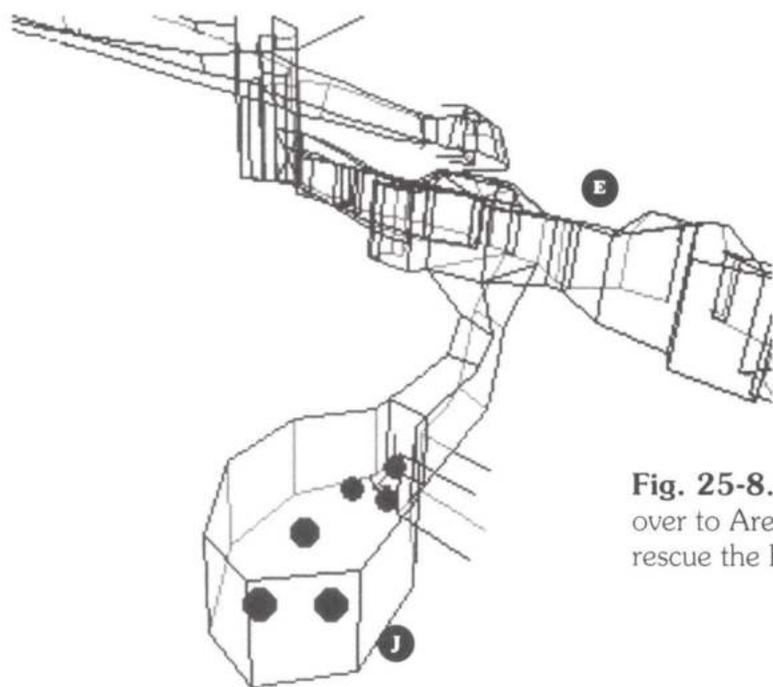
**Fig. 25-5.** A pull-away showing the route to the Yellow Key (Area G) from medium range.



**Fig. 25-6.** Then continue following the map to the Red Key.



**Fig. 25-7.** In close on the Red Key (Area I).



**Fig. 25-8.** Then zip over to Area J and rescue the Hostages.

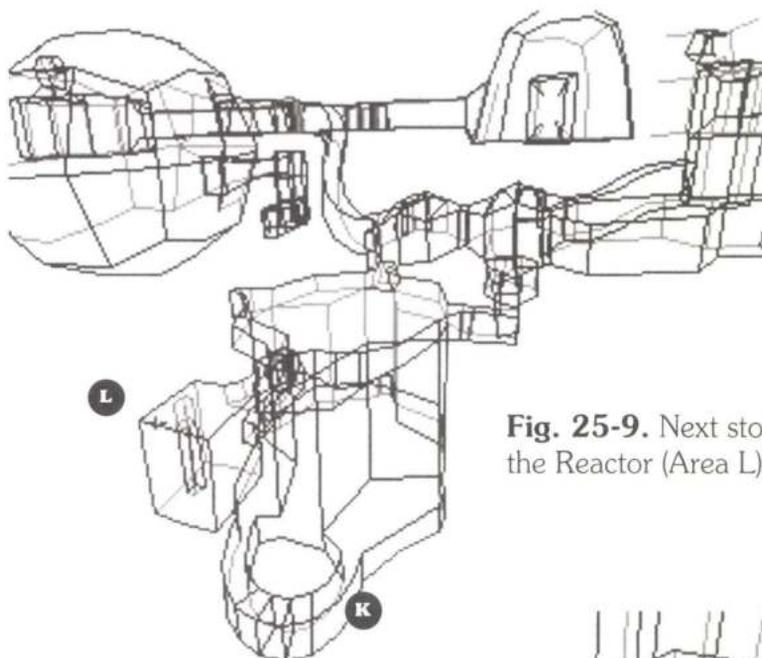
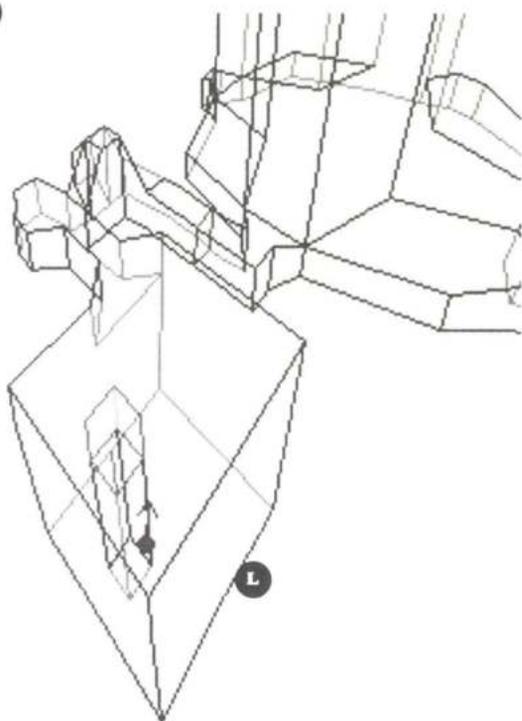
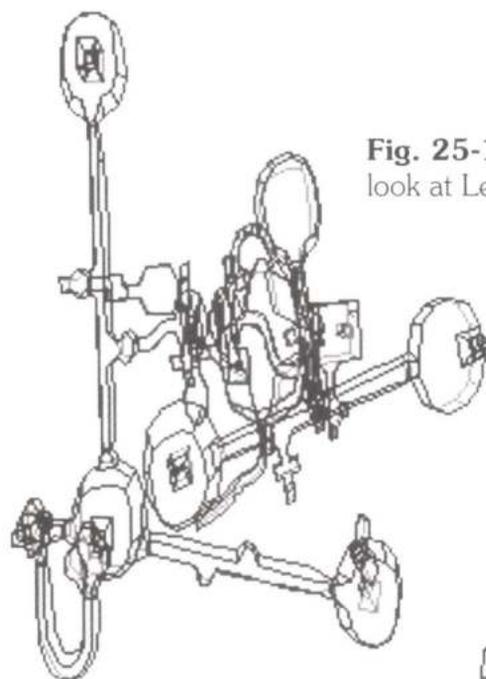
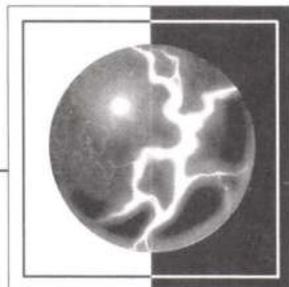


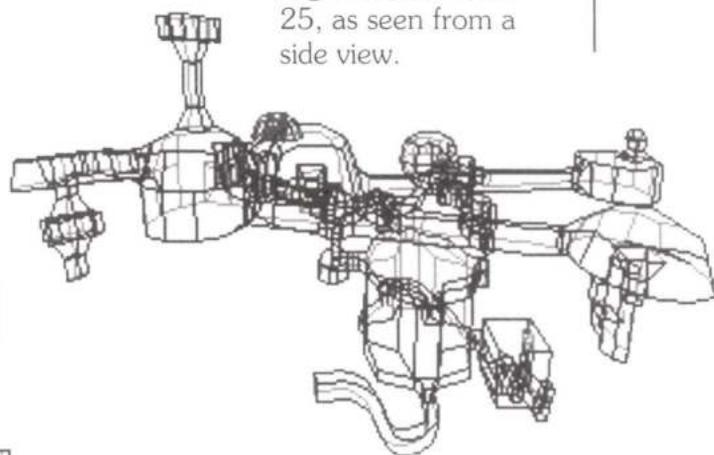
Fig. 25-9. Next step: the Reactor (Area L).

Fig. 25-10. Close-up of Area L and the Reactor.

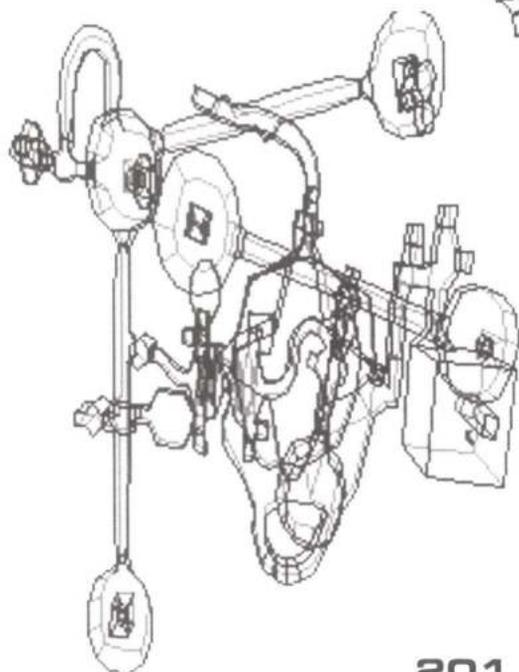




**Fig. 25-11.** A top-down look at Level 25.



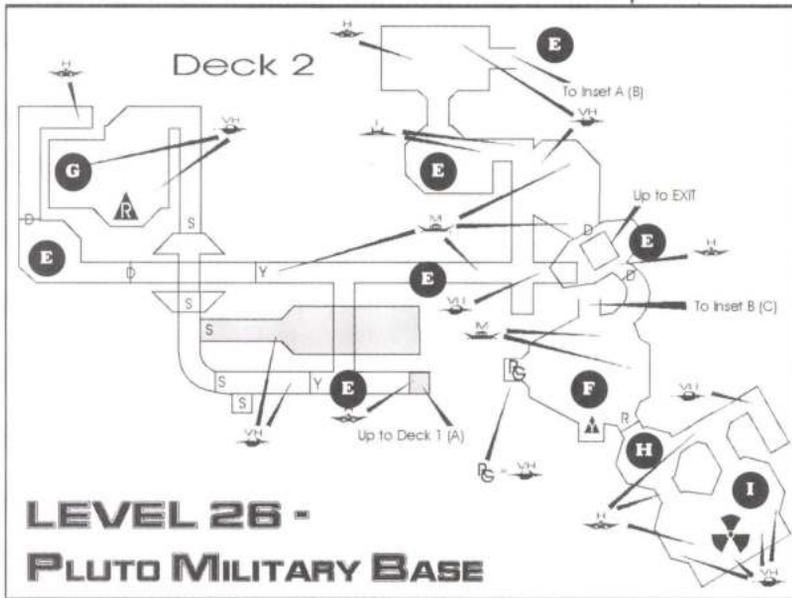
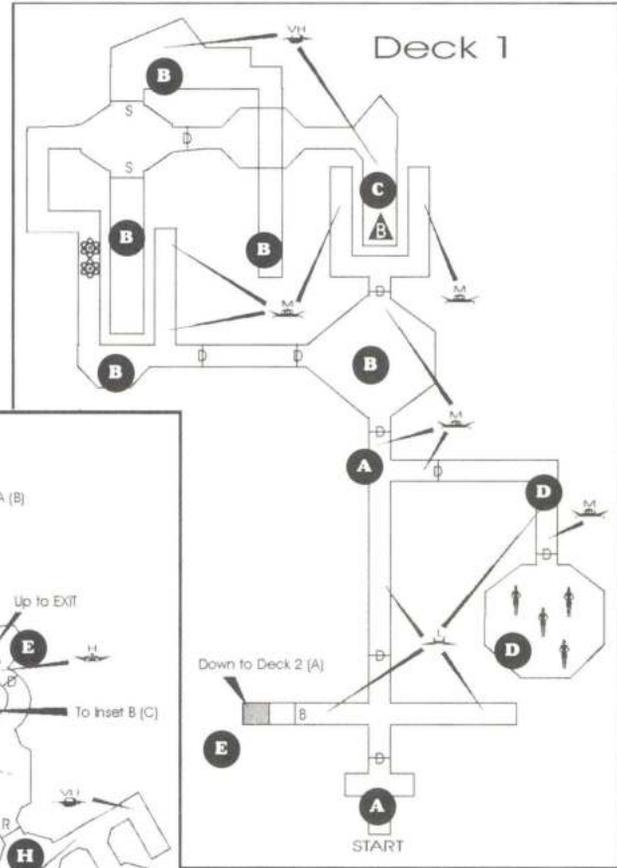
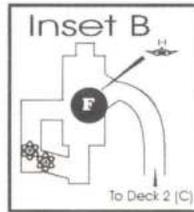
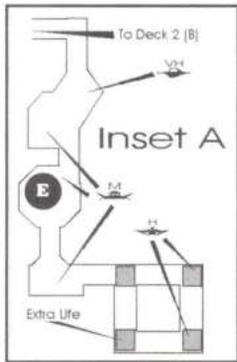
**Fig. 25-12.** Level 25, as seen from a side view.



**Fig. 25-13.** A look at Level 25 as seen from the underside.



# DESCENT The Official Strategy Guide



## LEVEL 26 - PLUTO MILITARY BASE

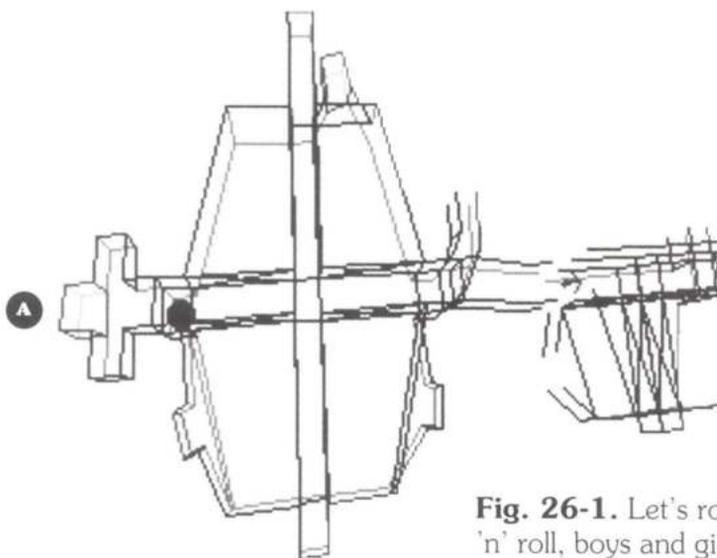




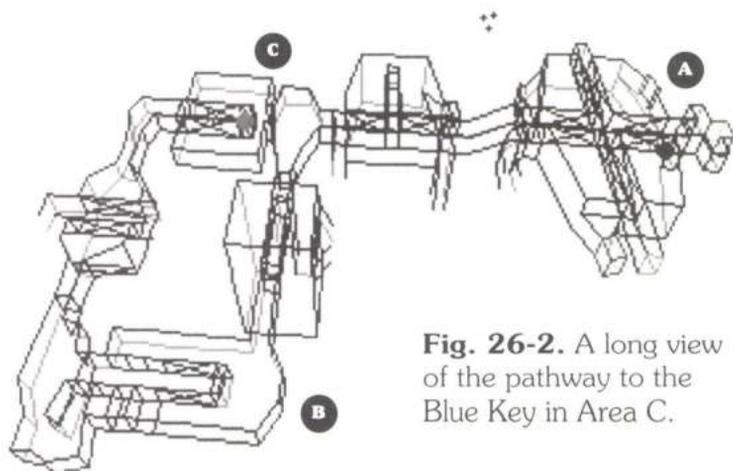
## The Story

Lots of right angles and straightways on this base. Be prepared for sharp turns—and plenty of angry robots.

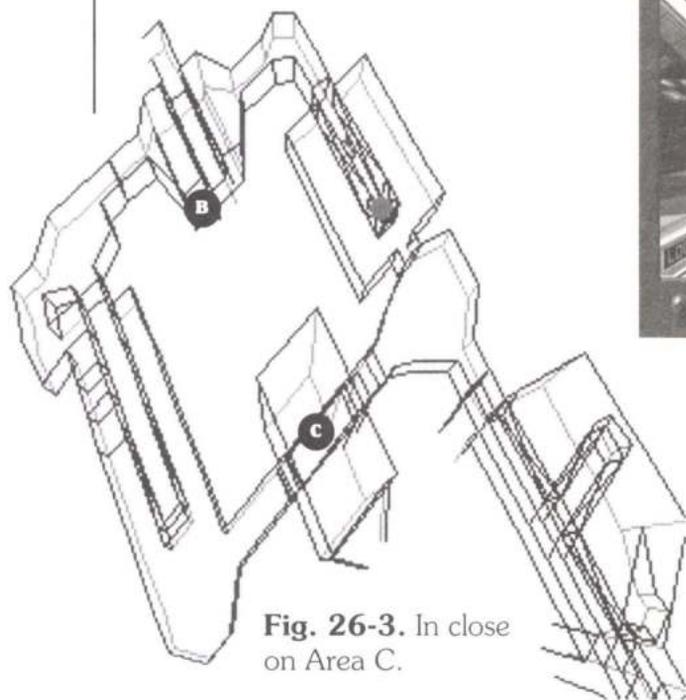
Prepare for *Descent* . . .



**Fig. 26-1.** Let's rock 'n' roll, boys and girls.

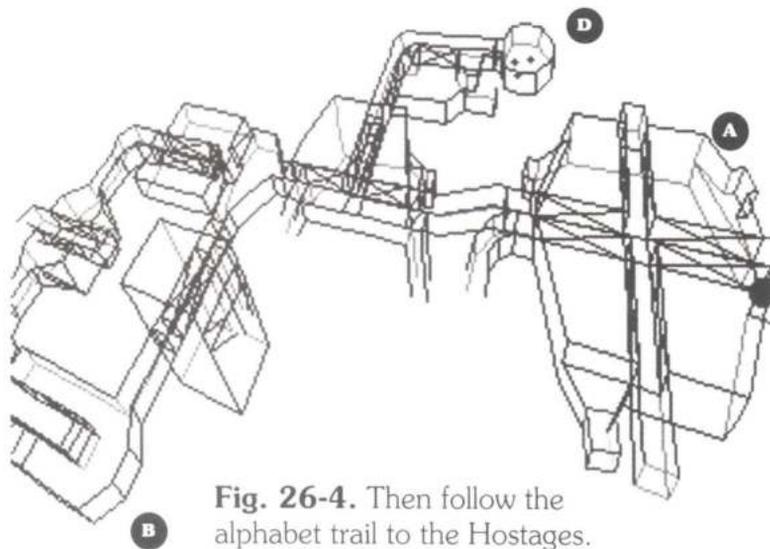
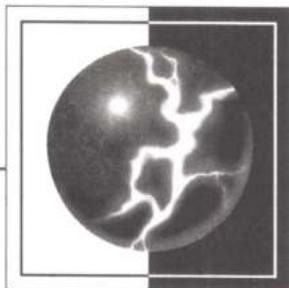


**Fig. 26-2.** A long view of the pathway to the Blue Key in Area C.

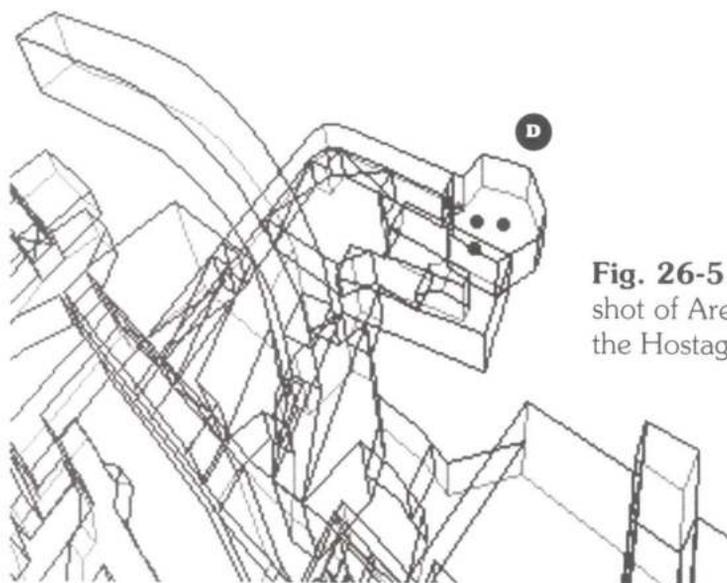


**Fig. 26-3.** In close on Area C.





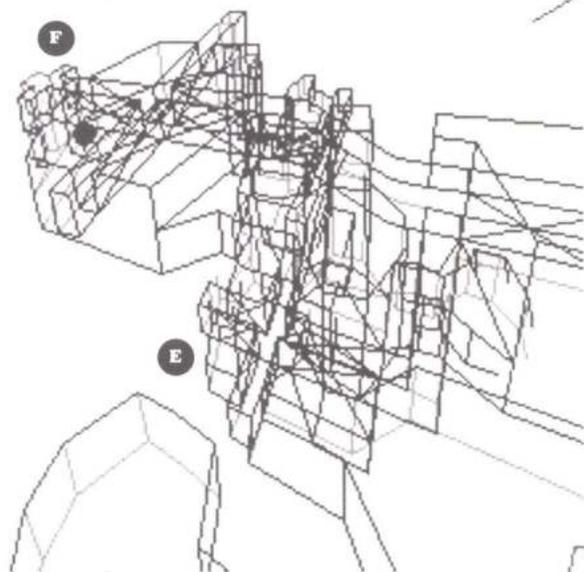
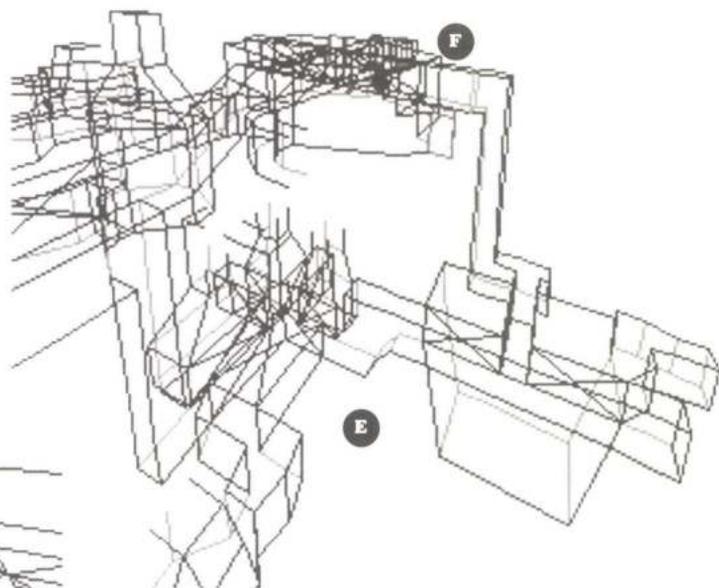
**Fig. 26-4.** Then follow the alphabet trail to the Hostages.



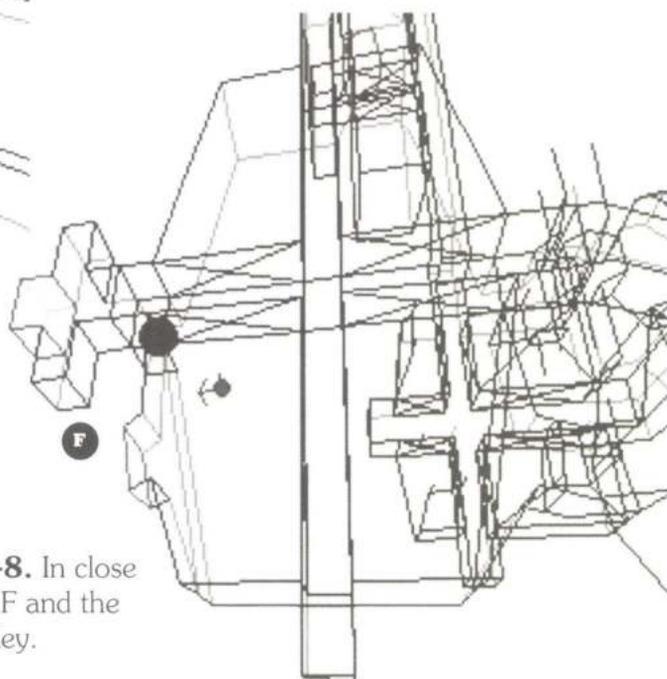
**Fig. 26-5.** Medium shot of Area D and the Hostages.



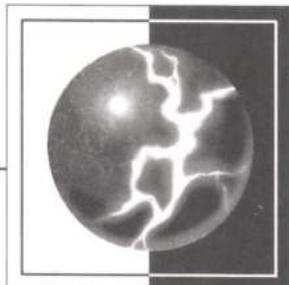
**Fig. 26-6.**  
Continue on  
to Area F.



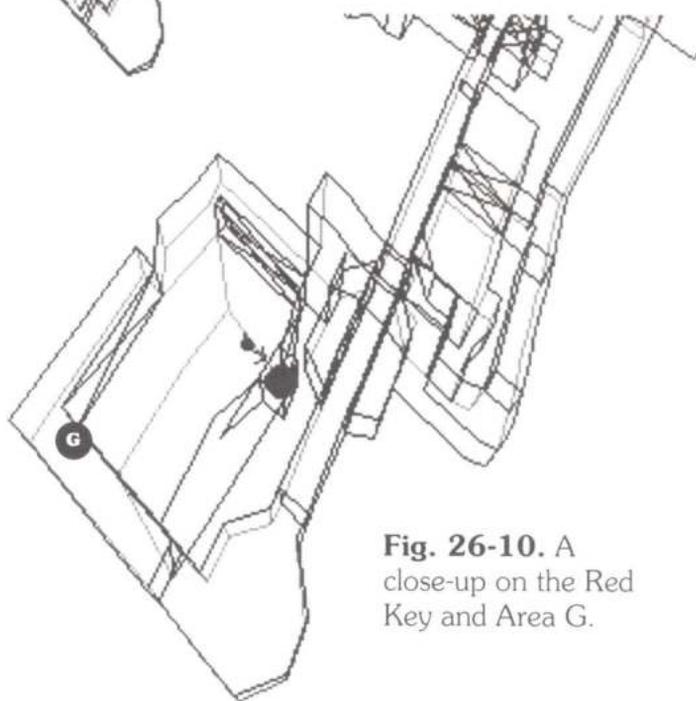
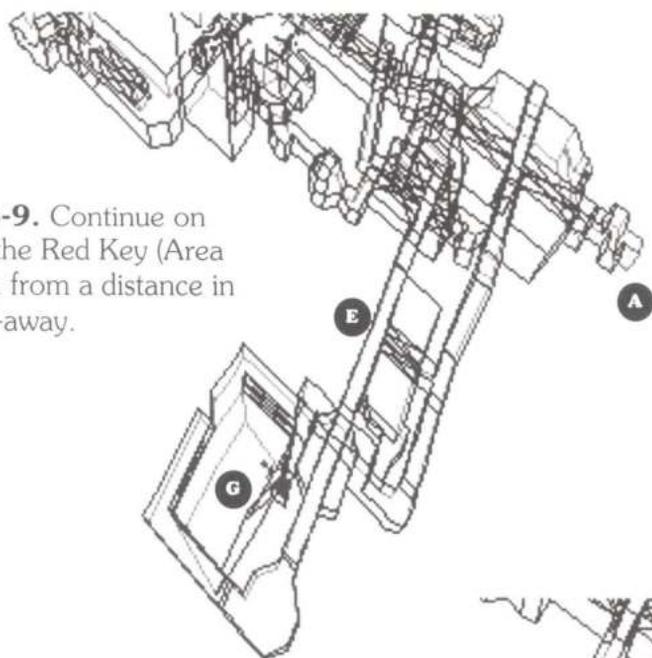
**Fig. 26-7.** The Yellow  
Key (Area F)  
as seen from  
another point of view.



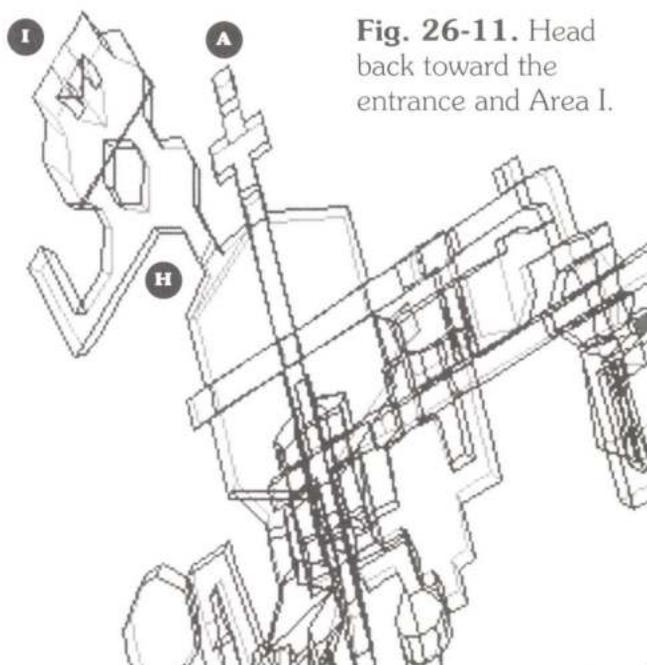
**Fig. 26-8.** In close  
on Area F and the  
Yellow Key.



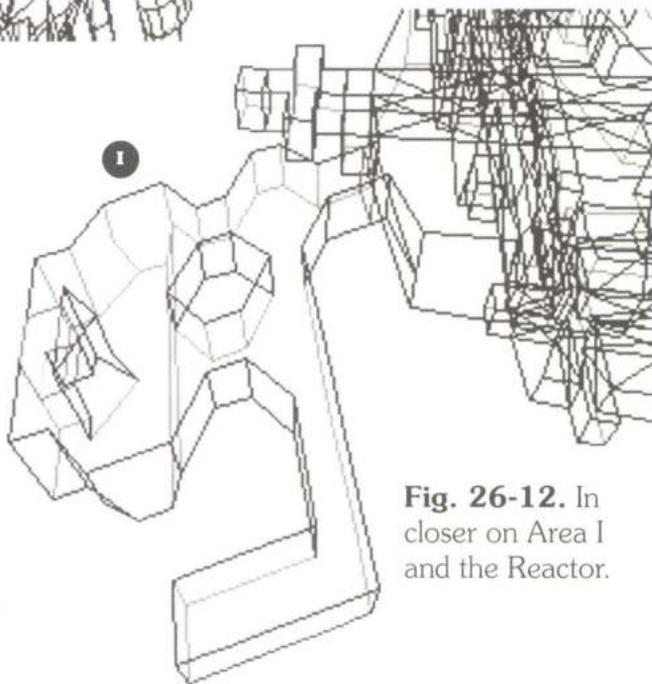
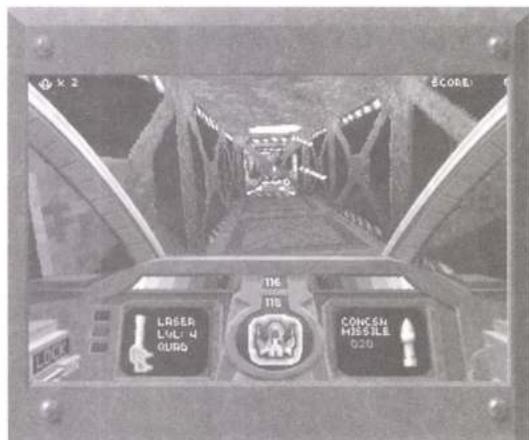
**Fig. 26-9.** Continue on toward the Red Key (Area G), seen from a distance in this pull-away.



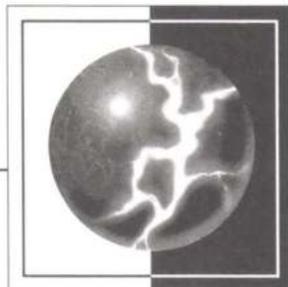
**Fig. 26-10.** A close-up on the Red Key and Area G.



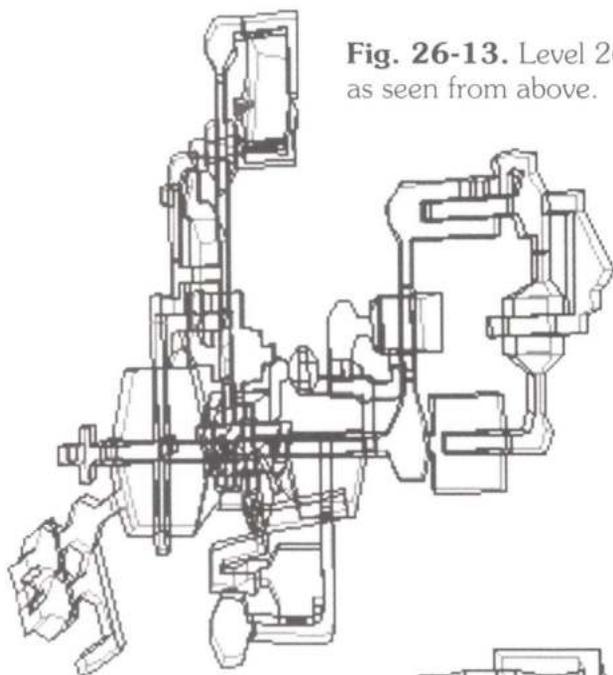
**Fig. 26-11.** Head back toward the entrance and Area I.



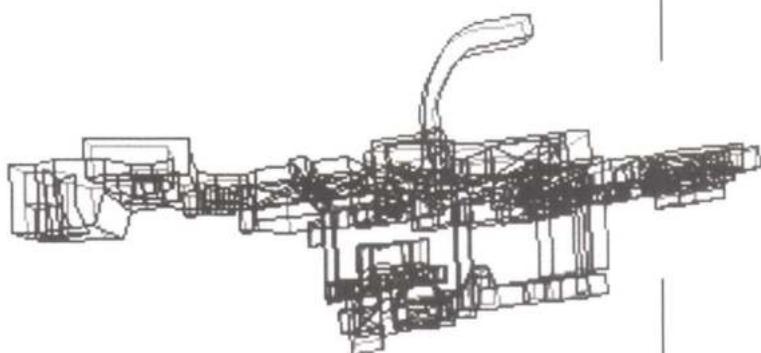
**Fig. 26-12.** In closer on Area I and the Reactor.



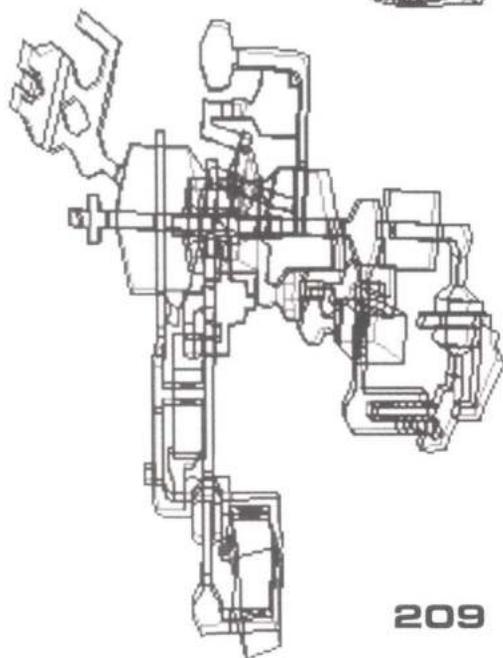
**Fig. 26-13.** Level 26  
as seen from above.



**Fig. 26-14.** Level 26  
as seen from the side.



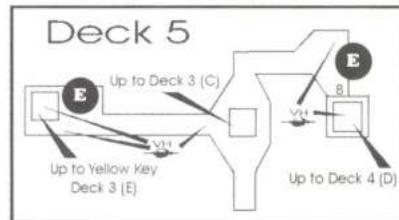
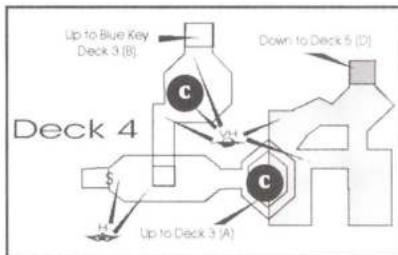
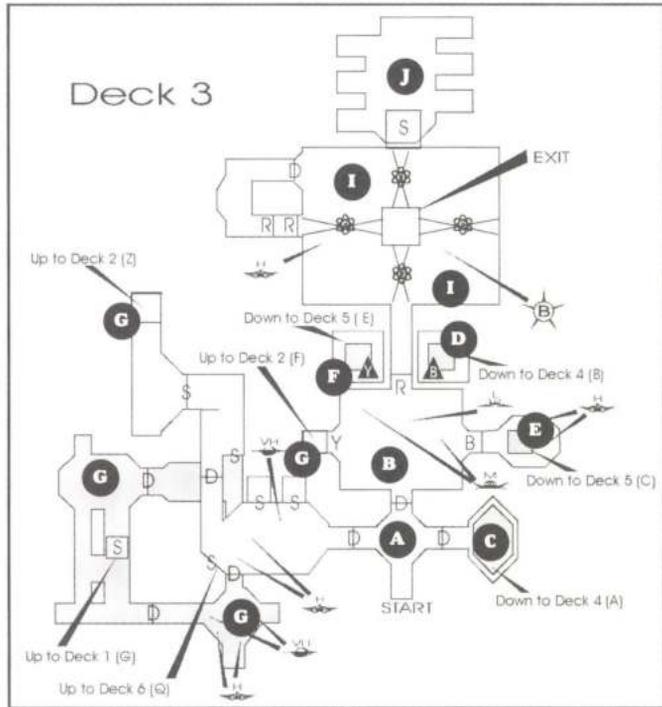
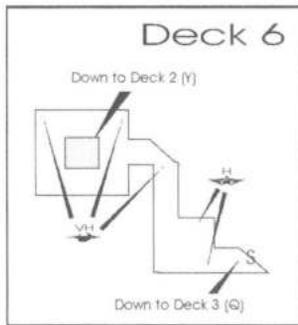
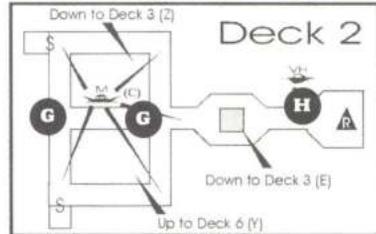
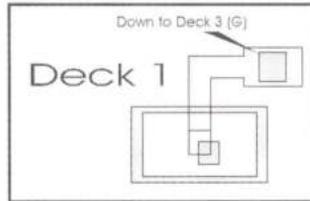
**Fig. 26-15.** Level 26  
as seen from below.

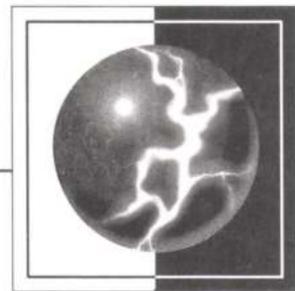




# DESCENT The Official Strategy Guide

## LEVEL 27- CHARON ALIEN BASE

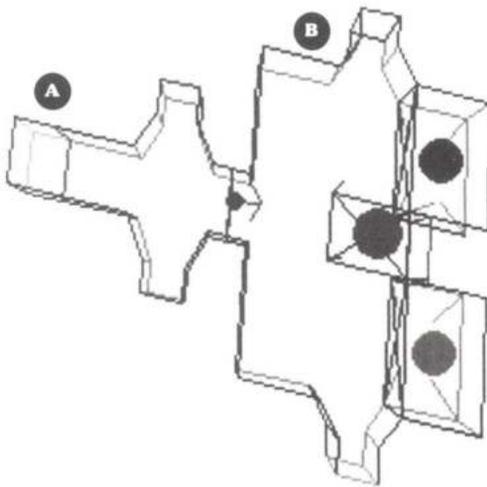




## The Story

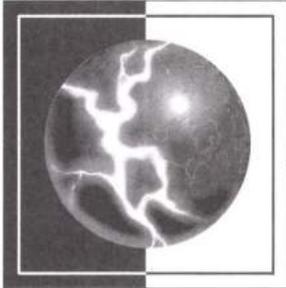
This is it, big boy. You made it to the final level. The major challenge in this five-deck area is a monster which roves through the four chambers in Area I. Prepare to face the ultimate might of this renegade robot empire. Congratulations for getting here, and best of luck in completing the mission. Buckle up, partner and—

Prepare for *Descent* . . .



**Fig. 27-1.** Areas A and B can be clearly seen in this wireframe.

LEGEND												
Power	Reactor	Tunnel Down	Tunnel Up	Robot Generator	Red Door	Blue Door	Yellow Door	Secret Door	Blue Key	Yellow Key	Red Key	Hostages
ROBOTS												
(C)	x 4	Low Threat	Medium Threat	High Threat	Very High Threat	Boss						



**Fig. 27-2.** Pull-away showing the route to the Blue Key.

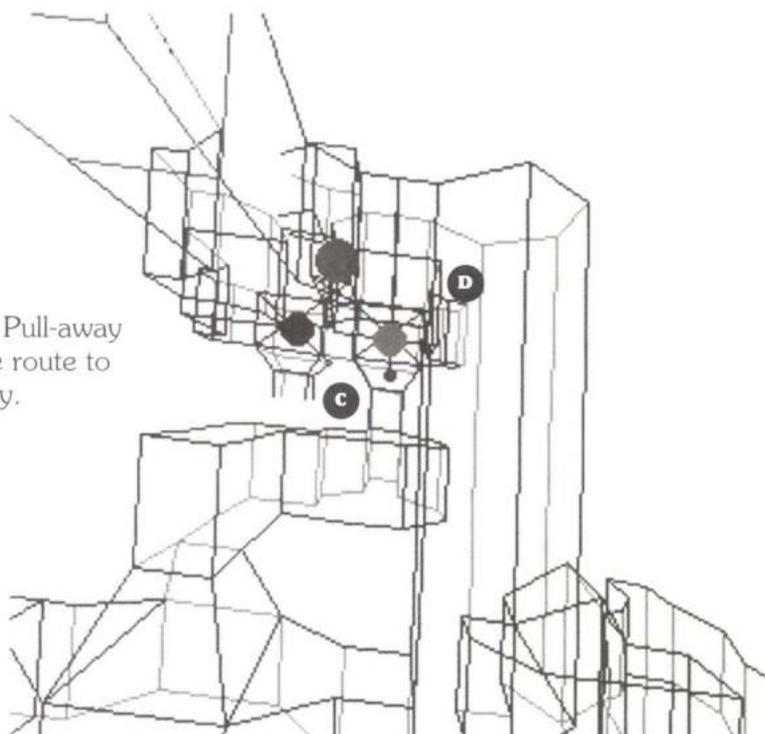
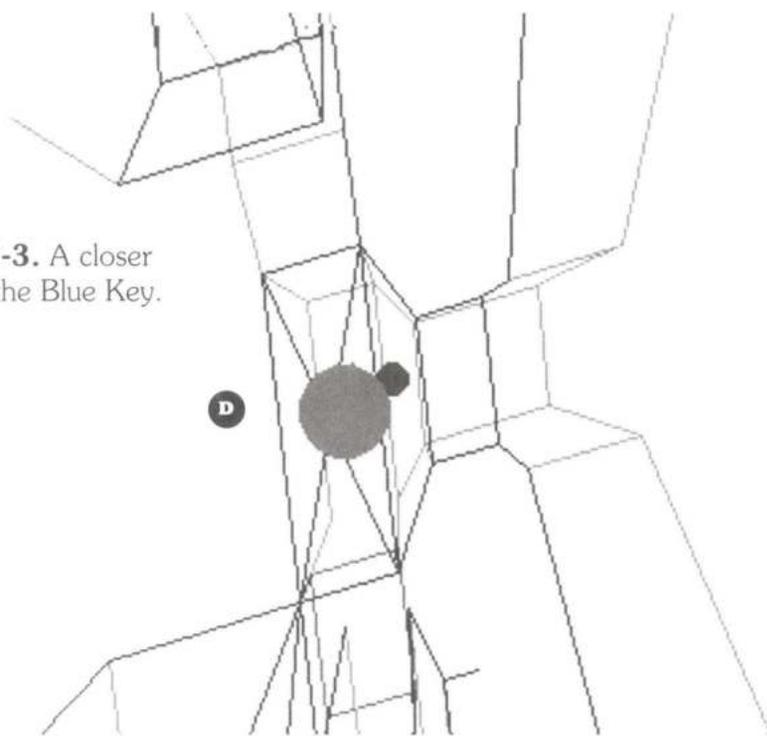
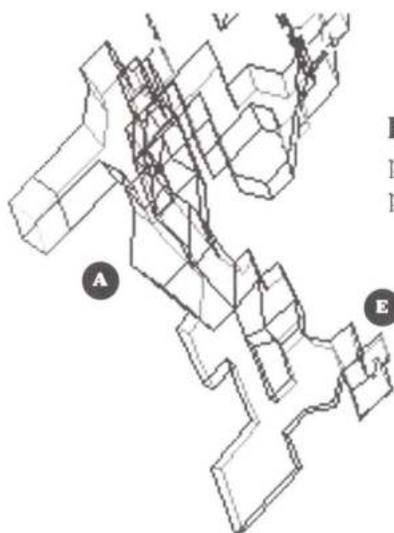


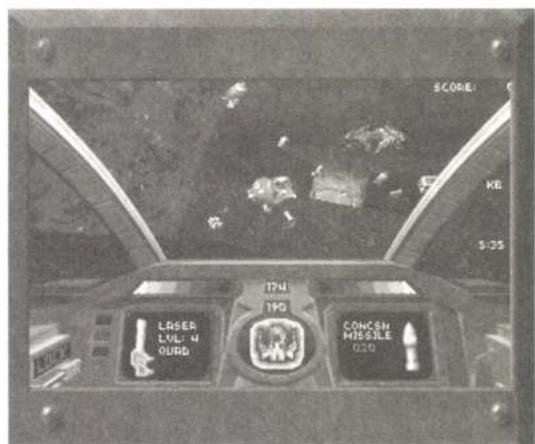
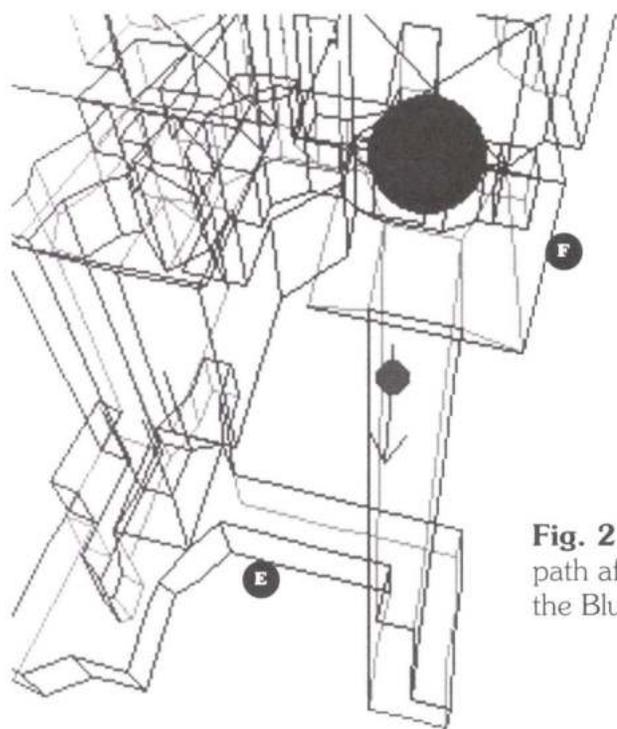


Fig. 27-3. A closer look at the Blue Key.

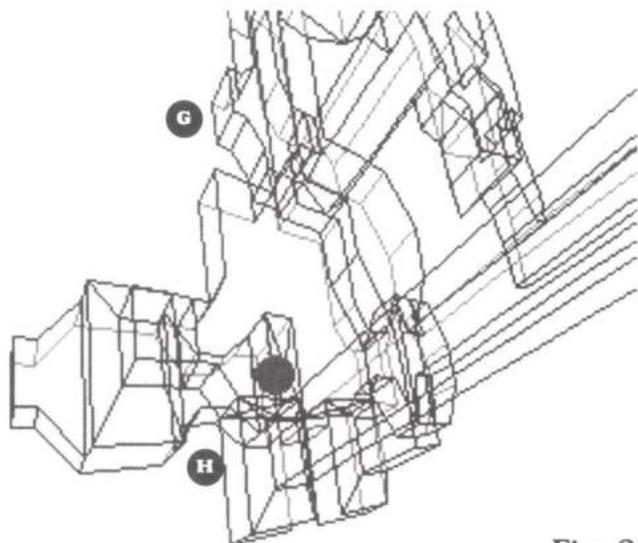
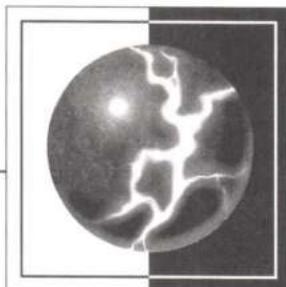




**Fig. 27-4.** Then we pull back to see the path to the Yellow Key.



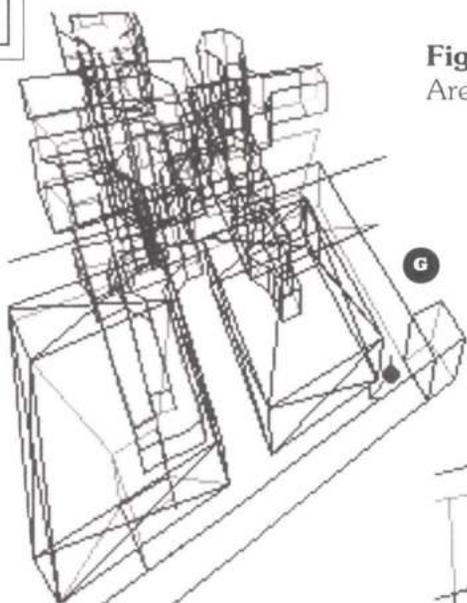
**Fig. 27-5.** Follow the path after acquiring the Blue Key.



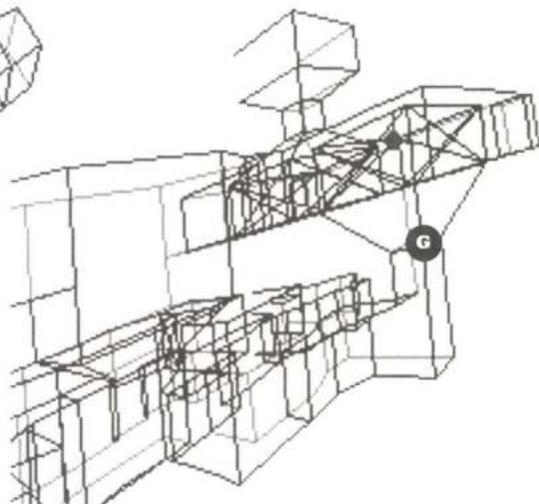
**Fig. 27-6.** Then move along and capture the Red Key.

**Fig. 27-7.** In tight on Area H and the Red Key.

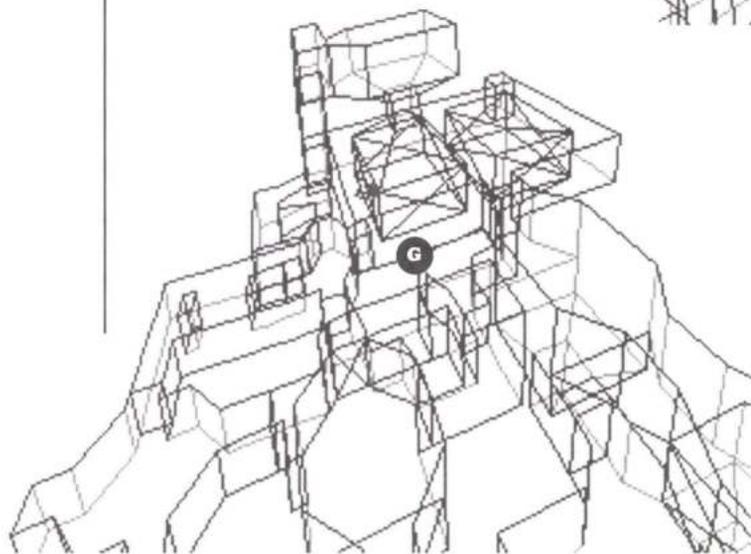




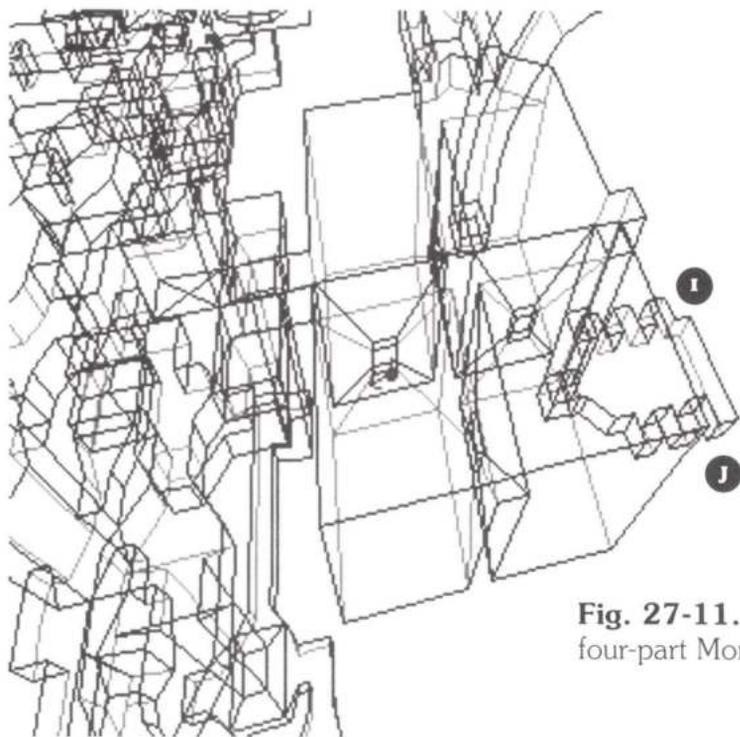
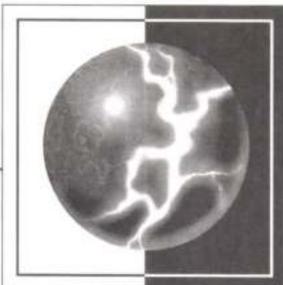
**Fig. 27-8.** Move on to Area G next, but be careful.



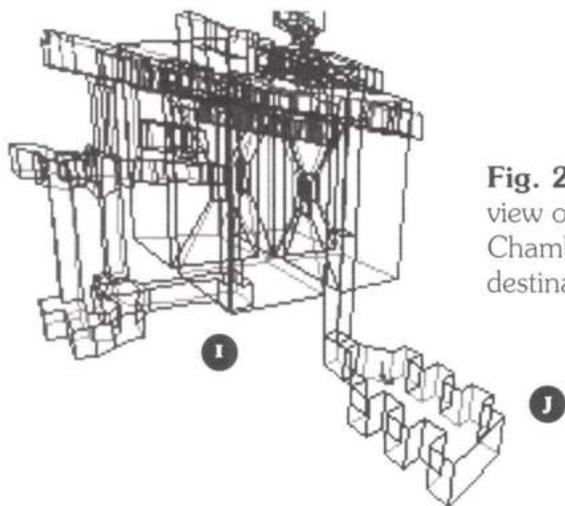
**Fig. 27-9.** In close on Area G, the Missile Room.



**Fig. 27-10.** A pull-away wireframe shows things from a different perspective.

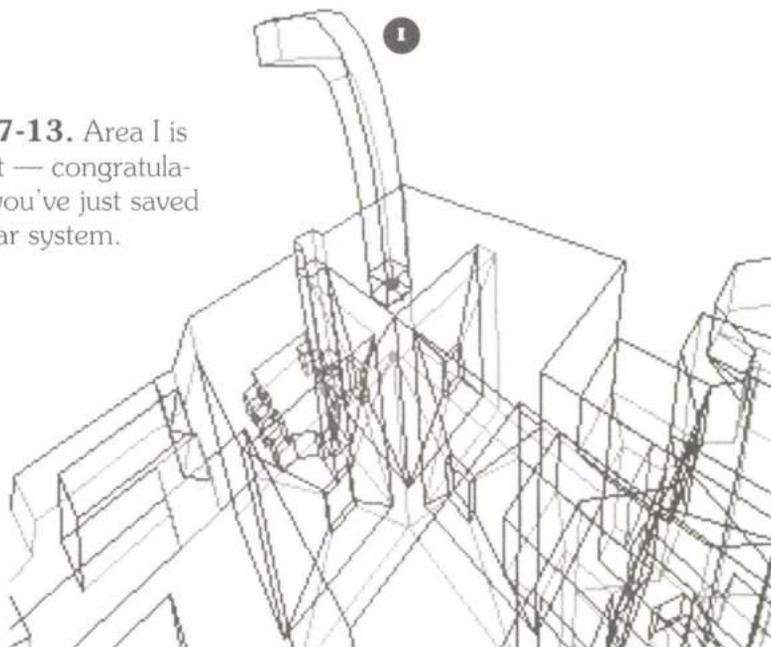


**Fig. 27-11.** A look at the four-part Monster Chamber.

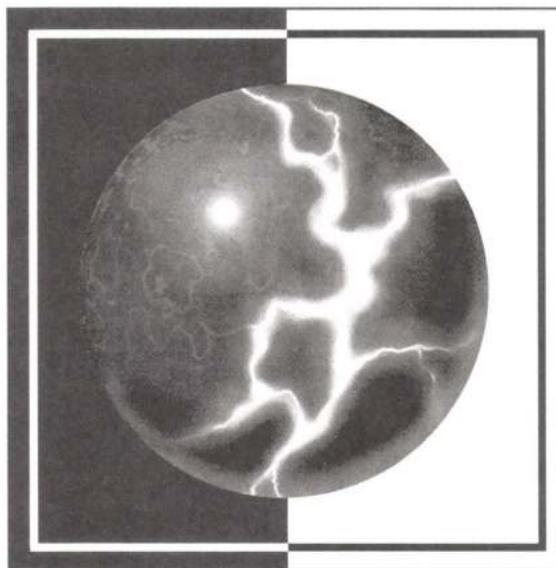


**Fig. 27-12.** Another view of the Monster Chamber and the next destination, Area J.

**Fig. 27-13.** Area I is the exit — congratulations, you've just saved the solar system.



## SECTION 3



# SECRET LEVELS

Three of *Descent's* 30 levels are hidden. They can be reached through Levels 10, 21, and 24. All three locations are secreted in asteroid fields which adjoin the major levels, and it can be awfully tough to find the access points.

In this section, we will discuss how to reach all three hidden areas. Additionally, we will show you wireframe images of each level in its entirety, as seen from above, below, and sideways. These three points of view will be further supplemented by a brief description of the level along with any pertinent information you may require to successfully complete it.

Good luck, and prepare for *Descent* . . .

## **The Secret Levels**

There are three secret areas scattered throughout the game's 27 standard levels, on Levels 10, 21, and 24. In seeking out these hidden areas, do not look for the long, arching exit ramps which serve as exits on the regular levels. The secret exit areas are short, invariably hidden behind secret doors on any of the surfaces (floor, ceiling, walls). Here's a short guide to each area:

### **Secret Level 1**

As you approach the reactor at the end of Level 10, look for an Extra Life icon which is located above a glowing cube. After capturing the power-up, maintain that position, and you will see the doors to the Reactor room open, accompanied by a pair of red Hulks.

Once the Reactor is blown, head back toward the red door. Once you pass through this door, shoot the second panel on the right hand side of the wall. This will trigger the opening device and the entrance to Secret Level 1 is just beyond that point.

Make sure to examine the entire level wireframes carefully in order to get the lay of the land.

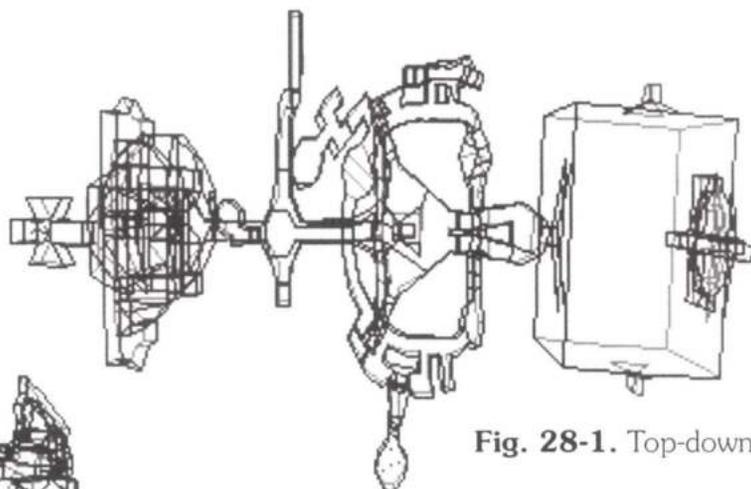
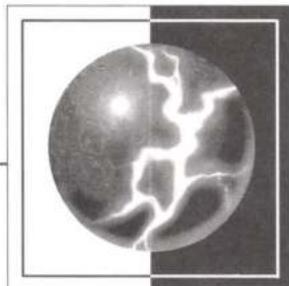


Fig. 28-1. Top-down view.

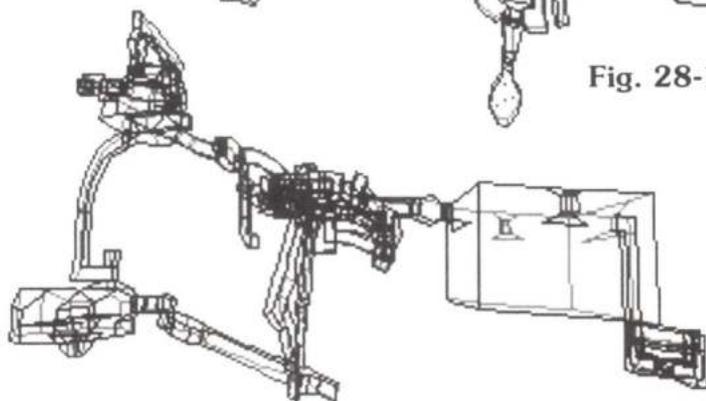


Fig. 28-2. Side view.

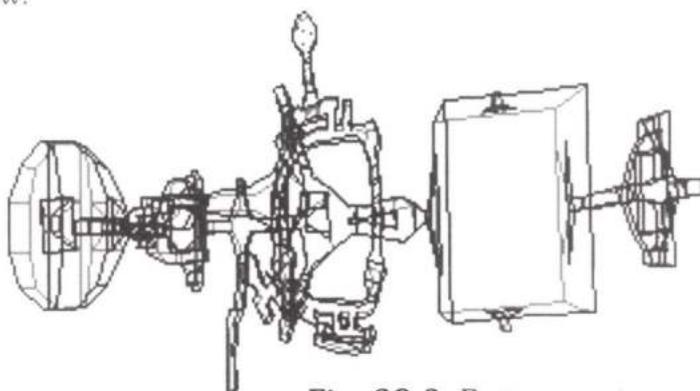


Fig. 28-3. Bottom-up view.

## **Secret Level 2**

Entering through one of three red doors into the Reactor chamber, you'll notice three doors open on the far side of the chamber wall. Enter any of those three doors (they can not be reopened from the outside once they close, so be decisive), and gather whatever weapon is found inside and fire at the door from within in order to open it. Leave the room, then look for another doorway on the right hand side of the wall with a cloaking device inside. Fly inside and allow the door to close behind you, then fire to re-open it from inside. Next, return to the Reactor; the four protective panels will now rise, allowing you to destroy the power source (a steady rain of fire-power will keep the panels open) and head to the secret exit, which is located just beyond the regular exit around a serpentine corridor at the far end of this tunnel, in the ceiling, just past the pillar to your left.

Until the Reactor is actually destroyed, the secret exit will respond just like one of those secret doors that you are "unable to open."

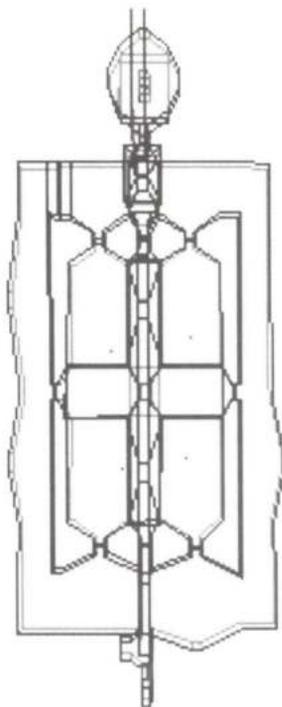
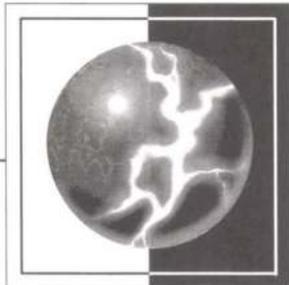


Fig. 29-1. Top-down view.

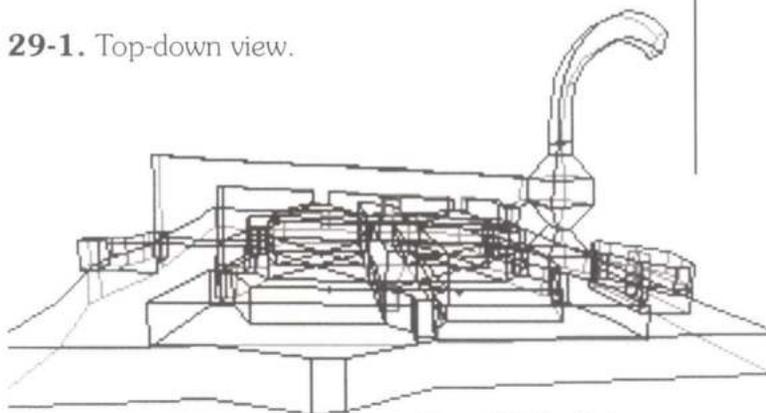


Fig. 29-2. Side view.

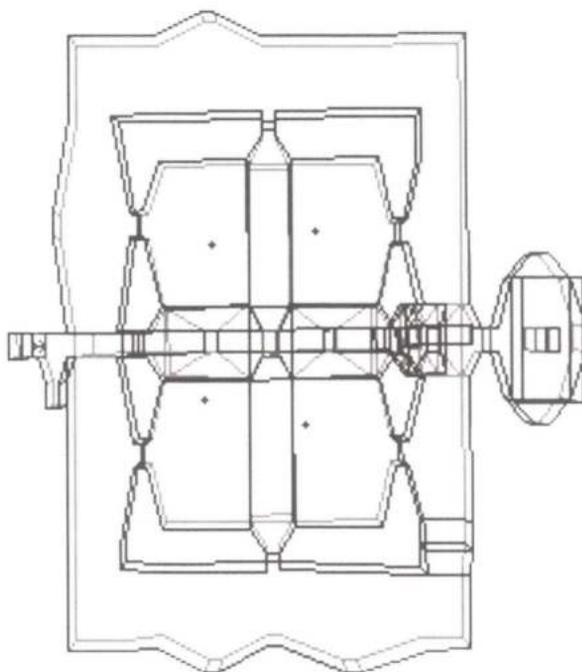
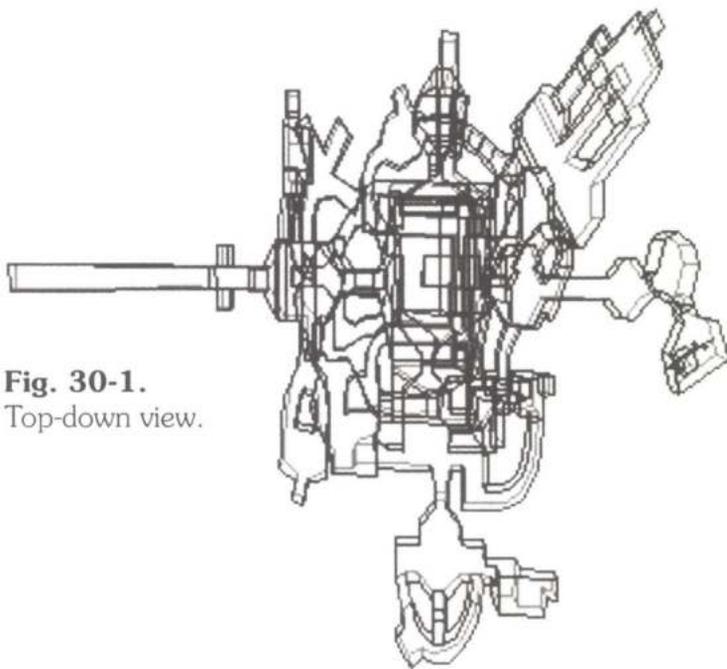


Fig. 29-3.  
An expanded bottom-up  
look at Secret Level Two.

### Secret Level 3

On Level 24, in the large, pit-like chamber where the normal exit is located, you will instead find a secret exit at the bottom right, next to the hallway with the red door. In this massive chamber search for a small chamber containing missiles.

Remember, the three wireframe images show each of the secret locations from a top-down, side view, and bottom-up perspective. Combine these images to produce a three-dimensional sense of what this level actually looks like.



**Fig. 30-1.**  
Top-down view.

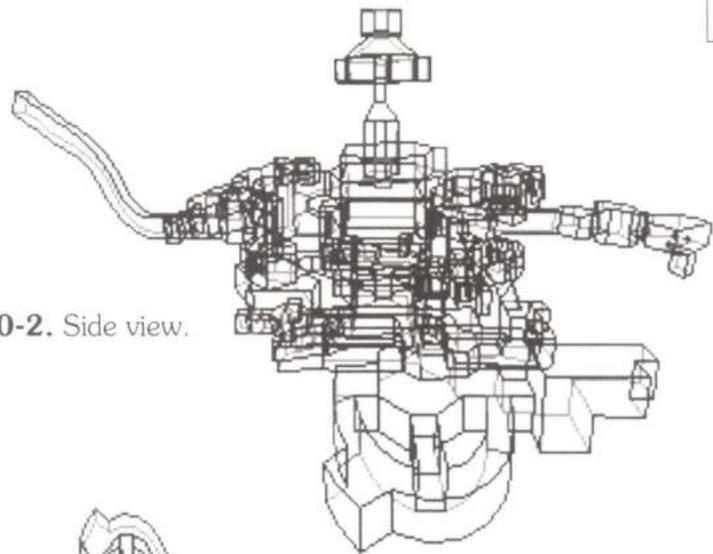
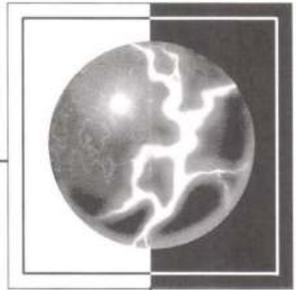


Fig. 30-2. Side view.

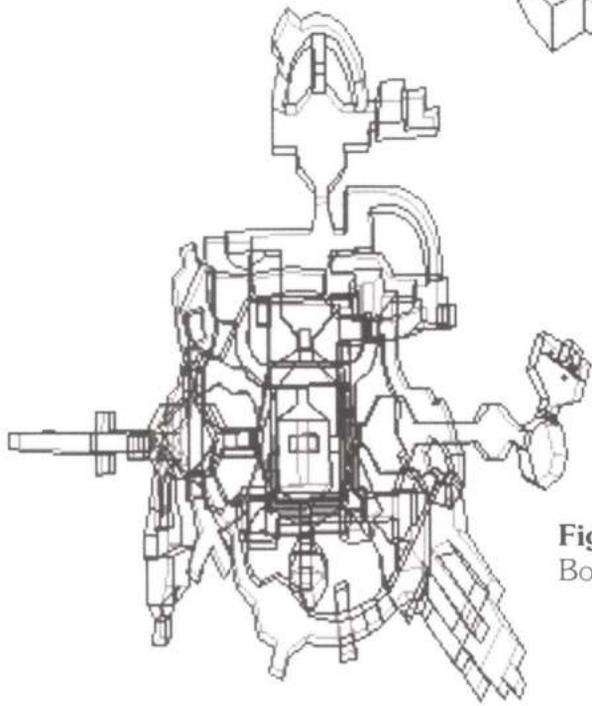
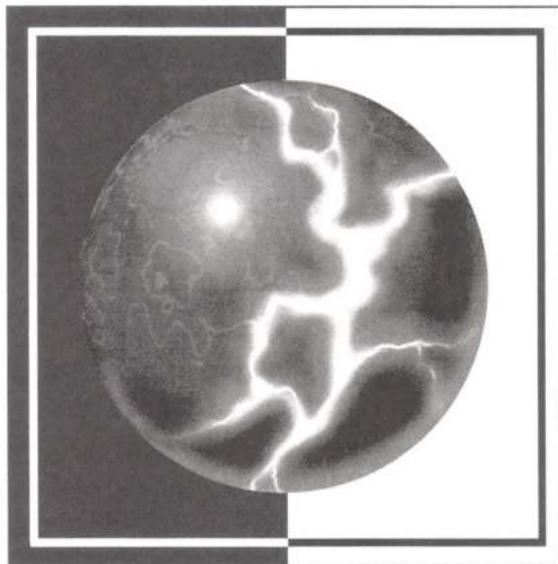


Fig. 30-3.  
Bottom-up view.



## SECTION 4



# ENEMIES AND OBJECTS

While zipping through the tunnels of *Descent* you will encounter renegade robots and a variety of special power-ups. In the Enemies section, we will provide a brief description of each robot class, with illustrations showing the various types. Remember, all robots are enemies; they cannot be reasoned with, they can only be destroyed. From humble Drones, to the awesome MegaHulk, this section provides the data you'll need to know your enemy. And remember that knowing one's enemy is the first step to defeating them.

The objects, on the other hand, consist entirely of cool power-ups and superior weaponry. Each item is explained in detail, and is accompanied by a picture of the power-up itself.

Good luck, and prepare for *Descent* . . .

## The Enemies

The various renegade robots which the player must face are largely dealt with in a series of on-screen descriptions of each robot class. In addition to these rogue mining machines, however, there are several robot classes which are not discussed. Therefore we will first list the standard robots, and then follow up with the secret robot classes. Robots will be discussed, when possible, in order of appearance within the game.

Here is a list of where the standard Robot classes (not including Bosses, which are located on Levels 7 and 27) are first encountered:

### Level 1

- Class 1 Drone
- Class 2 Drone
- Medium Lifter
- Small Hulk
- Medium Hulk
- "Spider" Processing Robot

### Level 6

- Class 1 Driller

### Level 8

- Secondary Lifter
- Class 2 Supervisor Robot
- Advanced Lifter

### Level 10

- Class 1 Heavy Driller

### Level 13

- PTMC Defense Prototype



### Level 16

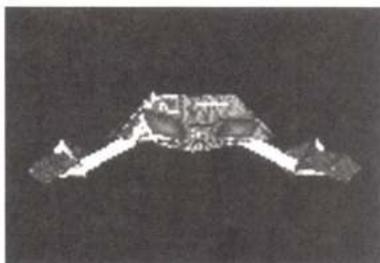
Class 2 Platform Robot

### Level 17

Gopher Robot

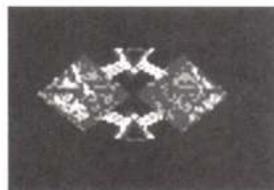
### Class 1 Drone

Low-level worker robots. A variant on this type we will dub “Silverfish”, insectoid drones which come in several formats—Flaming, Camouflage, Glowing, etc.—and seem to be forever attempting to tease the player into a chase. They are armed with the lightest energy weapon and have light armor. Threat level: Low.



### Class 2 Drone

Low-level worker robots. They are armed with rapid firing light lasers and have light armor. Threat level: Low.



### Medium Lifter

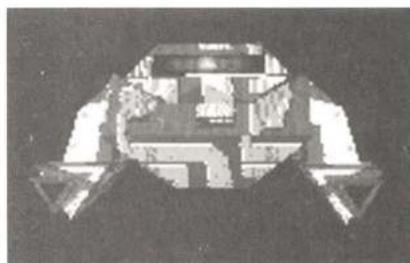
Workhorse-type mining robots. They are armed with two tungsten-carbide diamond-edge cutters and wear medium armor. These are sometimes cloaked. Threat level: Low.





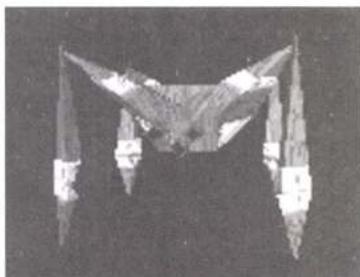
### Small Hulk

The Hulks come in six different types, all progressively meaner and better armored. This is the baby of the bunch. They are armed with medium lasers and have medium armor. Threat level: Medium.



### Medium Hulk

Beefed-up version of the Small Hulk. These are armed with concussion missiles and sport medium-to-heavy armor. They are sometimes cloaked. Threat level: Medium.



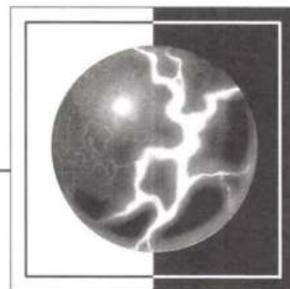
### "Spider" Processing Robots

This arachnid-style robot not only processes minerals mined on the various colonies and research stations throughout the solar system, it makes a nasty antagonist. Some, when hit, spawn a nest of smaller Spiders (see Secret Robot Classes below). Armed with three medium energy weapons, these robots have medium armor. Threat level: Medium.

### Class 1 Driller

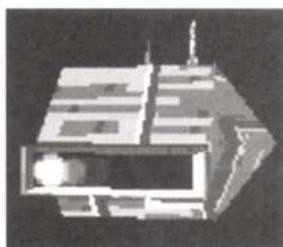
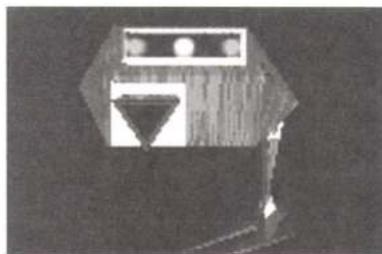
These robots break through the tough crust in order for the Drones to collect the rich minerals within. They are armed with a kinetic-energy mass driver and have light-to-medium armor. They are sometimes cloaked. Threat level: Medium to High.





### Secondary Lifter

Another robot used for moving materials. This crab-like robot has a single arm. Armed with multi-fire medium lasers, this lifter has medium armor. Threat level: Medium to High.

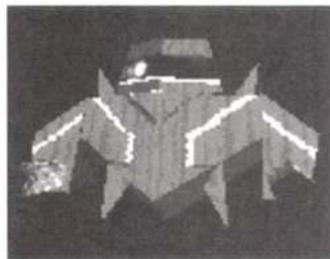
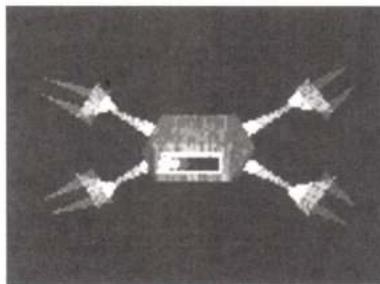


### Class 2 Supervisor Robot

Somebody's got to give the orders and watch the workers. These slow-moving but heavily armored robots like to patrol areas near hostage pens, but you may find them anywhere. They'll be looking for you.

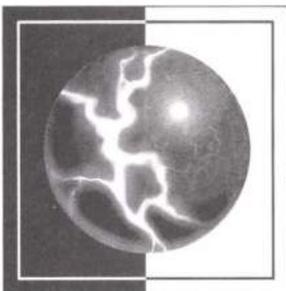
### Advanced Lifter

A more heavy duty version of the Secondary Lifter, the Advanced Lifter resembles a crab even more closely due to its four arms. Often accompanied by Secondary Lifters, they have a fondness for blocking the tube-like mine shafts through which the player flies. They are armed with four tungsten-carbide diamond-edge swing arms and heavy armor. Threat level: High.



### Class 1 Heavy Driller

The real Drill Sergeant of the robot corps. These jet-pack equipped robots possess a single eye and massive shoulders. They are considered very dangerous. They are armed with dual plasma cannons and heavy armor. Threat level: High.



### **PTMC Defense Prototype**

He first appears around Level 13; beware his nasty green laser blast. He is armed with high level quad-lasers and uses heavy armor. Threat level: High.

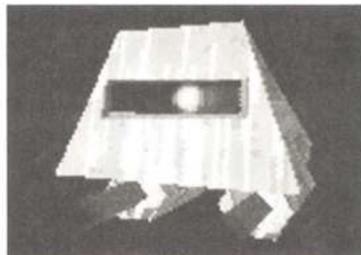


### **Class 2 Platform Robot**

This one is green and mean and fires rapid bursts of concussion missiles. Armed with multi-fire rocket launchers, they possess light-to-medium armor. Threat level: Very High.

### **Class 3 Gopher Robot**

Hey, somebody's got to go get the oil can when the troops get stiff. Armed with mine layer and light to medium armor. Threat level: Medium.



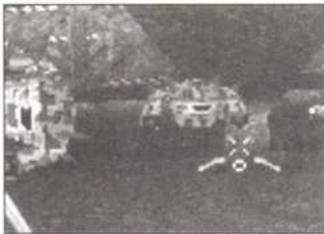


## Secret Robot Classes

These are the robots which are not listed in the introductory sequences but which undeniably inhabit *Descent*.

### Class 1 Platform Robot

It's mauve and mean with a cannon in the center of its exoskeletal torso. They are armed with multi-fire medium laser and sport medium armor. Threat level: Medium.

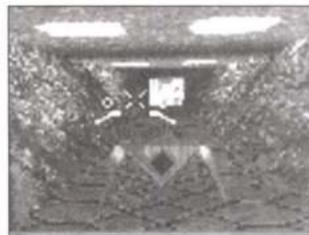


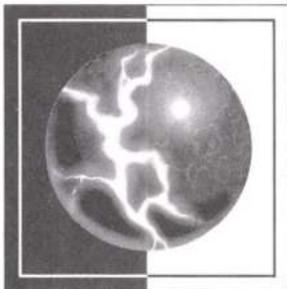
### Fusion Hulk

Large, purple, spiked robots who look like steroid-crazed pro wrestlers and fire fusion cannons. A smaller version of the SuperHulk. Armed with fusion cannons, they possess very heavy armor. Threat level: Very High.

### Mini Processors/Mini Spiders

These metallic spider babies are sometimes created when a "Spider" Processing Robot is destroyed. The big Spider breaks up into a swarm of these Mini versions. They are armed with light lasers and wear light armor. Dangerous in packs. Threat level: Low to Medium.

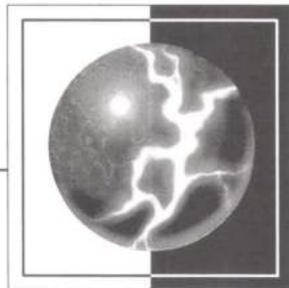




## Miscellaneous

There are some robot classes which the game creators have not specifically identified. On Level 20, there are the Keyholders, robots of various types which are color-coded to the key they carry. In order to obtain the key, it is necessary to destroy the robot holding it. These robots are extremely well-armored and frighteningly fast.

There is also a red Heavy Hulk which appears on the early shareware levels. It is usually found guarding valuable power-ups and they are used en masse to guard the Reactors. It is armed with homing missiles and heavy armor. Threat level: very high.



## Bosses

### SuperHulk

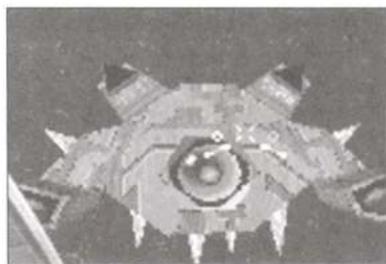
This is the Boss encountered by players on Level 7, the final scenario in the shareware edition of *Descent*. Instead of destroying a reactor on this level, the player must destroy this robot which looks like the big brother of the Fusion Hulk (which doesn't, in fact, appear until later in the game).

This Boss fires smart missiles and can both cloak himself and teleport at will. It also absorbs a tremendous amount of firepower before going down for the count.



### MegaHulk

This is the Level 27 Endboss. Another Hulk-type monster, its single eye coordinates a terrifying level of destruction. The MegaHulk controls all the other robot classes, and will summon them constantly to aid him in his last stand. He is armed with Mega Missiles and his armor is extremely heavy. Threat level: Off the Scale.



MegaHulk occupies a four-part chamber and teleports back and forth among them at random intervals. Destroy this character and the game is over.

## Objects

Happily, there are no negative objects, or “power-downs,” in *Descent*. Here, then, is a listing of the various power-ups available throughout the game.

### Access Keys

These color-coded keys provide access to the various security levels within each level. The Red Key opens the Red Door, just as the Blue and Yellow keys opens their respective doors. On the early levels, the player may not be required to locate all three keys, since the levels often contain only one or two.



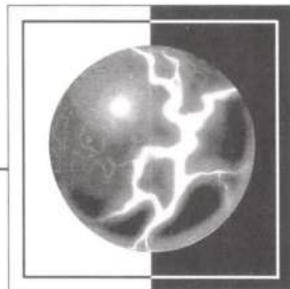
The keys must be located in order, because the levels are constructed in such a way that the player is required to get through one particular door at a time in order to advance through the scenario.

On one level (Level 20), there are special, roving robots which hold the color-coded keys to the three doors. These robots must be destroyed before the keys can be released.



### Energy Boost

These diamond-shaped objects, complete with tiny, orbiting spheres, can boost a player's energy banks by up to 200 units. Occasionally, defeated robots release them.



## Energy Centers

These small rooms crackle with coruscating energy and are distinguished by their golden, tiled walls with the shimmering spheres glowing within them. If your energy is already at 100, it will not be increased. If your level is below 100, it will be raised to that status.



## Shield Boost

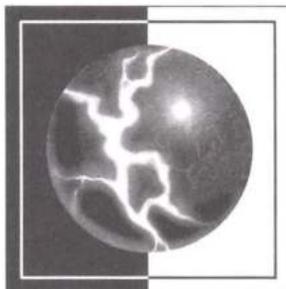
These large, blue spheres of pulsating light literally sizzle with energy, which can bring your shield energy up to its maximum of 200 units.

## Cloaking Device

A purplish-colored sphere with a silver circle in its center, this power-up equips your ship with cloaking ability for a limited period of time. This cannot be saved; as with the other power-ups in *Descent*, the instant it is picked up it kicks in automatically, and cannot be doubled by acquiring a second such sphere.

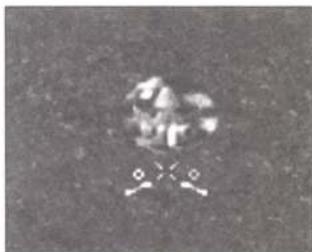
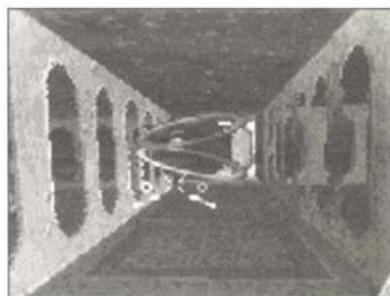
You will also encounter some cloaked enemies. They have a distinctive appearance, as they are almost totally camouflaged against the various texture-mapped backgrounds. Usually, however, they can be discerned by their telltale outline. But on occasion, they can come so close to your ship that they will block your way, yet remain so well hidden that they can't be seen.





### Invulnerability

Yet another blue sphere surrounded by a pair of gyroscopic rings, this particular power-up immediately grants your ship totally indestructibility. You will know that this status is in place when you see the shield readout on your Heads-Up Display (HUD) literally glistening.



### Extra Life

A dark, green sphere containing a silver ship within it, this power-up has limited availability and is well hidden and generally well-protected. But the upside is, of course, that it grants an extra life. There are almost certainly fewer than a dozen of these power-ups scattered through the game's 30 levels.



### Laser

The laser cannon pretty much looks like exactly what it is: a metal gun with an extended barrel, it has four power levels, and obtaining a second such power-up bumps the weapon to its next level of power. This process continues to a maximum of 4x the basic power. Note: if your energy level is low, Lasers also enhance energy levels as well.

### Quad Laser

This gets a little confusing. Although the basic laser has only a single barrel, it actually fires dual bursts. When the player acquires the Quad Laser power-up (four barrels), their firepower is doubled. However,



the Quad Laser continues to fire at the lever of the original Laser. So, in other words, if you've got a basic Laser, then hit a Quad power-up, it isn't as good as having a 4x power Laser and catching the same icon.



### Vulcan Cannon

Not an especially powerful weapon, but it comes with plenty of rounds of ammo, so it does not drain energy—an important consideration. It fires explosive-tipped shells and, should your energy run down, this may be the only useable weapon in your arsenal other than missiles.



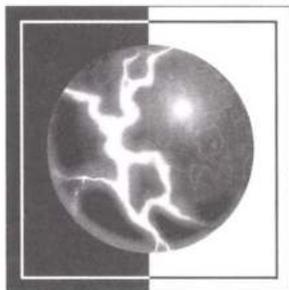
### Vulcan Ammo

This casing contains additional ammo for the Vulcan Cannon. Can often be found floating through the levels.

### Spreadfire Cannon

This tri-sectioned weapon fires a center burst, accompanied by a pair of flanking rounds. A single blast of these light blue energy spheres cover a wide range and do considerable damage. A powerful weapon, especially on the early levels. Special bonus: the Spreadfire Cannon is not an energy-guzzler and its economy of use makes it a dependable and effective piece of weaponry right through the game.





### Plasma Cannon

This baby fires bursts of powerful plasma energy, and is one of the game's most powerful weapons. It is also an absolute energy drain, so do NOT waste this weapon on anything but the biggest, baddest robots.



### Fusion Cannon

The Fusion Cannon should be used only on Bosses, or in areas of extremely heavy infestation on later levels (to thin out the attackers). This Cannon is hooked directly into your ship's fusion reactor. This is good, it makes it an extremely useful piece of equipment. On the down side, however, it drains massive amounts of energy in the process, and it's very easy to find yourself out of gas, floating helplessly through the mines, with no Scotty in engineering to help you out.



### Concussion Missiles

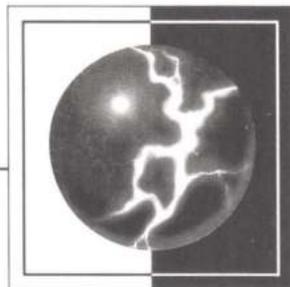
These are dumb missiles—that is, they cannot track a target—and they can be found floating just about everywhere. Comes in singles or family-sized packs of four. Nothing special, but sometimes you just need a plain, old-fashioned rocket bomb.

Use in conjunction with laser fire for best effect.

### Homing Missiles

Almost as available as the Concussion Missiles (but you can't hold as many), these puppies are far more lethal, since once locked on a target they will follow it





around all but the most extreme turns. They are also found as singles or in four-packs.

### Proximity Bombs

Again, these are a little tricky. Prox Bombs are reddish spheres which can be launched by either you or the enemy robots. Usually, you will encounter these bombs in their silver, cube-shaped casing. In this form, they are inert, and can be picked up as you would a normal power-up. They can then be stored and launched out the rear of the ship upon command.



Outside the aquarium-like shell, however, these are extremely dangerous and will detonate upon contact with your ship.

The greatest danger posed by these Prox Bombs occur during high speed pursuits with a silverfish-style Drone. While you chase the Drone at top speed, it may suddenly release a Prox Bomb virtually in your face.

### Smart Missile

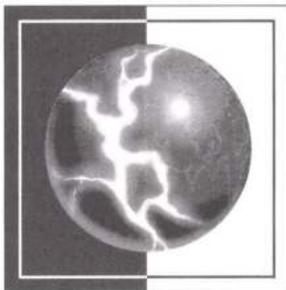
The interesting thing about this silver missile with tasteful green pinstriping comes *after* it detonates. Post-explosion, the Smart Missile launches up to a half-dozen "bomblets" which seek out and destroy as many other on-screen targets as possible.



### Mega Missile

Silver with red checkerboarding, this is the weapon of choice if you aren't big on aiming. Just launch it in the right general direction and watch the fireworks. The Mega Missile is the equivalent of a .12 gauge shotgun—it's not fancy and it's not neat, but it gets the job done.





**Post Terran Mining Corporation Intelligence Report:**  
**Combat Recommendations for Robot Classes**  
**Dated 2-27-2027**  
**Pilot: Hunter Birnell**  
**Callsign: Ariocho**

**Class 1 Drone (Joshes):** Joshes prefer to move constantly and will attack in packs. Their light armor makes them highly susceptible to concussion missiles and homing missiles, but that is an expensive solution for such fly-weight 'bots. Often a solid hit from level 3 or level 4 quad-lasers will vaporize Joshes.

The best way to deal with them is to strafe while turning. You can often counter any maneuver they attempt and keep a bead on them at the same time. Their shots are also relatively easy to dodge.

Their other main weakness is that they prefer going toe to toe with what ever they are fighting. If you want some fun, fire a fully charged Fusion Cannon into a swarm of these guys. It will wipe them all out.

**Class 2 Drone (Ti-bots):** Ti-bots aren't much different than Joshes when it comes to strategy, but they are more powerful and prefer to lurk more than Joshes. They'll sit and wait for you and often try to get behind you before making a noise.

**Medium Lifter (Slashers):** Slashers are vicious. They have only their swing-arm cutters and no long distance ordinance, but that does not stop them from shredding your ship if you are not careful. Slashers like to lurk in crevices and wait for you to pass them, then attack from behind. They often attack in packs, so you can't just turn and run. You'll find three to five of them in all directions blocking escape.

The best way to deal with a pack of Slashers is to use your Spreadfire Cannon. This works well if several are charging you at once. They tend to get tunnel-vision (no pun intended) once they lock on to you, and charge head-long into your fire. A Spreadfire can hurt



two or three at a time. Proximity Bombs are good at taking out pursuing Slashers in narrow hallways.

One thing to watch out for—there are *cloaked* versions of these 'bots, so listen for their screech. These guys can make your life miserable. Once you hear it, open fire with a Spreadfire in a big arc and watch for the impacts. They can often be found with a pack of regular Slashers, but once in a while a pack of cloaked Slashers can be found alone and they are just plain evil.

**Small Hulk (Baby Hulks):** These are the weakest of the Hulks. They have lasers that are moderately powerful, and they have decent armor. Baby Hulks, like the rest of the Hulks, tend to be very vulnerable to Vulcan Cannons. The repetitive fire from one seems to scramble their firing circuitry, and you can continue to pound on them without much threat of return fire. They tend to be head strong and seek out a target without regard to personal safety.

**Medium Hulk (Brown Hulks):** These are the big brothers of Baby Hulks. They are armed with missile launchers and have a standard compliment of concussion missiles. The missiles can pack a wallop but are easily avoidable. However, be sure to watch out for the explosion aftermath if you are close to the point of impact. Like Baby Hulks, they are susceptible to Vulcan Cannon fire. Brown Hulks will try to fire from safe positions, including poking an armature around a corner and firing while keeping under heavy cover. These can be found cloaked just like Slashers, but are easily traceable by their fire.

**Heavy Hulk (Red Hulk):** These are the nastiest of the hulk family. They are armed with missile launchers that have homing missiles, so just dodging their shots is not enough. Those missiles will come back to haunt you unless you get them to slam into a wall.

The best way I have found to deal with a Red Hulk is to charge into them with your Vulcan Cannon blazing and be ready to take one hit from the missile launcher. Try to avoid dealing with more than two at a time—any more than that and you are guaranteed slag. Also, if

you're cloaked you'll defeat the targeting system of the homing missile. This reduces the Red Hulks to dumb-fire weapons; take advantage of this.

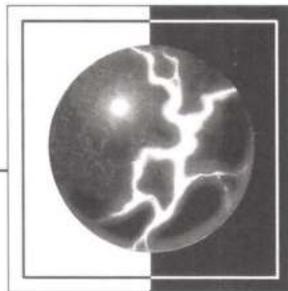
**Processing Robots (Spiders):** These graceful but awkward looking 'bots can be a real pain. Their triple fire lasers are powerful but their habit of rupturing into Spider Babies is the biggest problem. Often you'll find these guys in groups and in a fire fight can end up killing two or three to have each one explode into three to five Spider Babies. The best way of dealing with Spiders is to concentrate on one with quad-lasers and keep firing into it even after the explosion—to kill any Spider Babies that are generated before moving onto the next Spider.

**Class 1 Driller (Machine Gun Charlie):** The Vulcan Cannon on Charlies makes them a big threat. They love to use hit and run tactics, often popping up over cliffs, firing, and then dropping back down and hiding. Their light armor is their biggest weakness. A single homing missile can take out a Charlie, so save some for these guys.

Nothing is worse than a cloaked Charlie. Their rapid fire capability is lethal and difficult to trace. Add the fact that cloaking defeats homing missiles, and cloaked Charlies become hard targets. Think things can't get worse? The favorite hangout for cloaked Charlies is a dark room. Without light, you can't even see the faint distortions created by the cloaking systems.

**Secondary Lifter (Spray Bots):** Spray Bots are bad news in packs. Their nickname comes from their multi-fire lasers. They fire three shots in a spread pattern, making them difficult to dodge. Two or three of them abreast are a real threat. Get them lined up one in front of the other and shoot them in order. Plasma cannons are really effective at taking these guys out.

**Advanced Lifter (Swiss Army Bot):** With their four swing arm cutters, these guys look a lot like a Swiss Army Knife opened up.



Don't let their humorous appearance deceive you, however, because they are much worse than their lesser brothers. They are quieter and more deadly up close. They behave a lot like Slashers in that they attack in packs and ambush unsuspecting pilots from behind. Again, the best weapon against them is a Spreadfire Cannon.

**Class 1 Heavy Driller (Cyber Knights):** Dark and ominous, these guys are a real pain. Armed with Plasma Cannons and extremely aggressive, they can be a major threat. Take them out at far range using Homing Missiles or Smart Missiles. This will give you some room to dodge their shots and deal them some serious damage.

**PTMC Defense Prototype (Crazy Eddie):** These guys are tough. Armed with high level quad lasers and firing in wild patterns, "Crazy Eddies" are difficult to deal with. Using a Plasma Cannon or a fully charged Fusion Cannon is a good way to take them out. You should also dance around them like the Joshes, using strafing turns to avoid their targeting.

**Class 2 Platform Robot (Missile Bird):** These are dangerous bot's, because of their multi-fire Rocket Launchers. One-on-one they will slice you up if you aren't careful—a pack will kill you before you know what hit you.

If you see groups just Mega Missile them. Nothing cute, just level 'em. A Smart Missile is a good way to take one out. If you know a Generator is going to create them, place Proximity Bombs in the Generator. You can take several out before having to worry about them.

**Class 3 Gopher Robot (Flea):** Fleas are the most annoying of all the 'bots. They don't attack you directly. Instead, they try to keep in front of you and drop Proximity Bombs. The best rule of thumb is not to tailgate these guys or you're going to get a big surprise. They have also been seen carrying security keys. This is usually reflected in a drastic change of color, normally matching the security key. Solo they

are not a threat, but if you get a bunch of them running loose in hallways you may have trouble.

Firing well ahead of yourself is a good tactic with these guys. You can take out their bombs before they are too close and often you can catch a Flea that is coming back to lay more mines. Using the fully charged Fusion Cannon is a good tactic. It will punch through the Proximity Bomb and take out the Flea.

**Class 1 Platform Robot (Laser Birds or Blue Birds of Pain):**

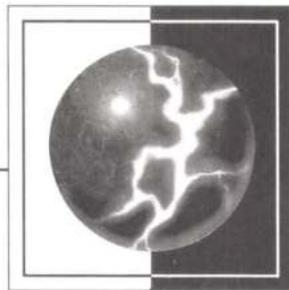
These are the Laser cousins of Missile Birds. They are not as lethal, but they are very dangerous. They have more powerful multi-fire lasers than Spray Bots and are generally quicker. In large packs they are very deadly.

The best way to deal with them solo is to use Homing Missiles or a Smart Missile. To fight packs of them, use a Mega Missile. Or, believe it or not, charging through the pack (as long as you can keep running) often confuses them. You can break through relatively unharmed.

**Fusion Hulk (Purple Death):** These guys are just nasty. They possess heavy armor and Fusion Cannons, and they know how to use them. This is one of the few 'bots I have ever seen to take a DIRECT Mega Missile hit and keep on coming. Going toe-to-toe with one is suicide.

The good news is they tend to be slow, so you can out maneuver them. Keep moving and don't let one take aim at you. Often you can hear one before seeing it—their fusion cannons have a distinct whine when charging.

**Mini Processors (Baby Spiders):** A single one of these guys is just an annoyance. Their light lasers and light armor make them not much more than a gnat, but when you get several of these guys, you're setting yourself up for the "Death of a Thousand Paper Cuts." They are quick and they know it. They flit all over the place taking pot shots at you.



The best way to deal with them is to not let them get started. When you kill a big “Spider,” keep firing into its explosion to kill these guys before they take off.

**SuperHulk:** The leader on Mercury. Dual missile launchers armed with Smart Missiles and a teleport array. To say he is dangerous is an understatement.

The best strategy is to cloak. If you can find a cloaking device near him, use it when you enter his chamber. The pellets from his Smart Missiles can't track you when you are cloaked. This allows you to get a lot of shots at him. Just don't stand still; he is not dumb and will start firing at where your shots are coming from. He'll also teleport if he gets hit too often.

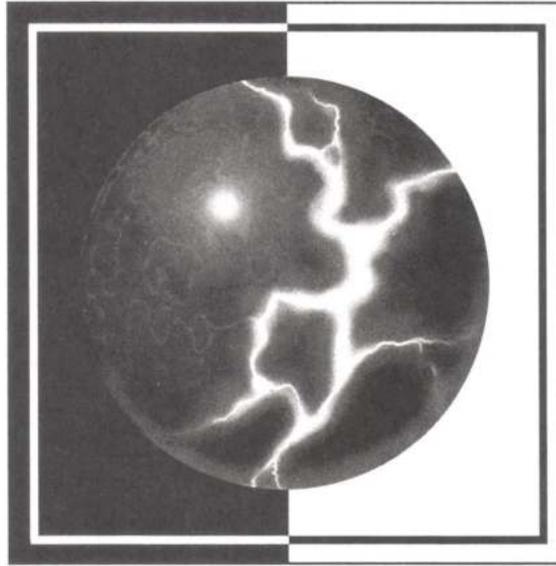
When you are not cloaked, continually fly close to a wall and keep moving. This will cause a lot of the Smart Missile pellets to miss you and strike the wall. Drop clusters of Proximity Bombs in his chamber in the open. Often he will teleport into them. If you listen you can hear him make some strange noises just before he fires and teleports. This can give you an idea of what he is up to before he does it. Be patient and strafe him a lot as you fly. Never stop moving. I cannot stress how often this will save a pilot's life.

**MegaHulk:** If you thought the SuperHulk was bad, you haven't seen the MegaHulk. They broke the mold when they made this guy. Not only can he teleport like the SuperHulk, he is also armed with Mega Missiles and can create new robots to help defend himself.

The best way to deal with him is to find a supply of Mega Missiles and Invulnerability Spheres and use them extensively. When you run out, use your Smart Missiles. He doesn't seem to mind hurting himself or the other 'bots when trying to take you out, so get as close as possible when invulnerable, and let him blast everything with Mega Missiles. Talk about being single minded.



# SECTION 5



## LEVEL WALKTHROUGHS

**PTMC Directive CMD-AG732 530**

**TO: MD 1032**

**FROM: PTMC HEADQUARTERS, EARTH ORBIT**

You may need some additional information in order to maximize the cost effectiveness of this mission. We have access to the architectural plans of our most recently lost bases. We also have some intelligence reports on the Robot's activities even in the mines that they now control. We have compiled this information for the use of the Material Defender *in situ* only.

Fortunately, we have still been able to use our energy-efficient passive surveillance monitors. Normally these passive sensors are used just to control the flow of materials and labor resources. Fortunately, we had other capabilities designed into them, just in case. Some of these monitors are still operational, although at reduced effectiveness. From those and other sources we have had our Production-Cost-Control-Department (PTMC-PCCD) compile intelligence data.

This file is estimated to be accurate only out to the fourteenth insertion, and accuracy from that point on diminishes greatly.

We have calculated that the additional information contained in the file will substantially increase the likelihood of effective containment of the problem with only minimal loss of overall productivity. At least, for the first fourteen insertions.

Naturally, the Board is anxious to take any steps necessary to minimize down-time in some of our most profitable mining facilities. We hope that you make good use of this information, Material Defender.

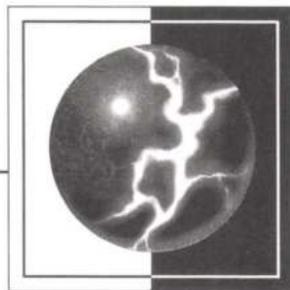
Remember, PTMC is watching.

PTMC, for a bright and shiny tomorrow.

## **Level 1—Lunar Outpost**

At the start of this level you are safe from predatory Robots. Once you begin moving, however, be prepared for an immediate Robot attack. Proceed with caution down the corridor to Area E, which contains the Red Key, taking advantage of any available cover along the way. When the Red Key is securely in your possession, waste no time flying to the Red Door in Area B. Behind the Red Door you will find Robots and a drop shaft leading directly to Area K and the Reactor.

There are two ways to approach this chamber. You can take cover at the entrance to the drop shaft, taking all possible shots at the Robots and the Reactor. If you choose this strategy, be warned that all Robots in the chamber (or as many as possible) should be eliminated



before destroying the Reactor. The exit to the mine must be clear when the countdown begins. Your other option is to simply fly into the chamber and destroy every Robot in sight. The advantage to this tactic is that, in the confusion, some of the Robots (including the Reactor) may hit one another. The disadvantage, especially at the higher levels of difficulty, is that they will most likely hit you.

### **Level 2—Lunar Scilab**

The first order of business is to locate the Blue Key, which is heavily guarded at Area D. Your path to its location will be obstructed by a scattering of Class 1 Drones. Since the Blue Key's chamber is relatively confined, flying into the middle of the room and blasting everything in sight is not an option if you want to conserve your lives. The best tactic is to use as much cover as possible.

When you have the Blue Key, proceed through the Blue Door at Area G and fly down the drop shaft to Area H. The Red Key is as heavily guarded as the Blue Key, so once again take advantage of any available cover. When the Red Key is in your possession, fly back up to the central chamber (Area B) and enter the Red Door.

Six Small Hulks guard the Reactor in the Reactor Room, so great care must be taken to avoid an untimely death. Using all available cover, it is possible to individually eliminate each Small Hulk. When the Reactor is blown, fly immediately to Area M and the exit located in the ceiling. There are two Small Hulks waiting here for you that were concealed before the Reactor was destroyed. Taking them on is extremely risky. Fly past them to the exit tunnel and live to fight another day.

### **Level 3—Lunar Military Installation**

Go to Area G on Deck 2. The easiest way to get to Area G is to go to Area C, then down the drop shaft into the large, cavernous chamber.

From here the door leading to Area F will lead you to the Blue Key. The Blue Door will reveal a deep drop shaft leading to a small chamber near Area H. The Yellow Key is in Area I. Be careful—as soon as the Yellow Key is taken, two Class 2 Drones will spring from concealed doors.

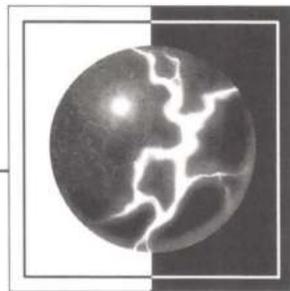
The Yellow Door is in Area M. Unfortunately, you must cross two Robot Generators to reach this door. Fly as quickly as possible past the Generators and through the Yellow Door. On the other side, five eager Robots are waiting to attack you. Homing Missiles, if you have any, are the best weapons to deploy in this situation.

Kill every Robot created by the Robot Generators. From the relatively safe position in the Yellow Door, shoot until the Generators run out of steam. When they falter, it is safer to take on your opposition in the Reactor chamber. Homing Missiles would again be an effective weapon, especially against the Medium Hulk in this room. When the Reactor is blown, you must fly back through the Yellow Door to reach the exit in Area M. Be prepared to face yet another Medium Hulk and two Small Hulks that were concealed behind hidden alcoves. Since it may not be possible to dodge them, you may have to kill at least two before you can reach the exit.

## **Level 4—Venus Orbital Station McQuarrie**

This level will introduce you to the Medium Lifter. The best way to deal with these metal shredders is to shoot them from a medium-to-long-distance vantage point. You want to avoid being cornered by two or more of these monsters and providing them with the opportunity to rip your ship to shreds. You will encounter many Medium Lifters along the path to the Blue Key (which is located in Area B) and the Yellow Key (which is located in Area D).

The paramount tactic in Level 4 is to proceed slowly and not race into an area, since this level contains small rooms with little space in which to maneuver. Area C, for example, contains two



Medium Lifters and a cloaked Medium Lifter. If you raced into this area and shot everything in sight, the cloaked Medium Lifter would outflank you, causing substantial damage before you realized what happened. The small corridor linking Area F with Area G also contains a cloaked Medium Lifter. To best fight these monsters, maintain a line of fire against them, back away slowly, and hope they die before they reach you.

The Robot Generator in Area G (where the Red Key is located) can best be fought by waiting immediately outside the chamber and destroying Robots as they are generated. Make certain that you are equipped with Level 4 lasers or another weapon with sufficient potency to prevent being overwhelmed. This strategy is also effective at the entrance to the Reactor chamber. Here you will find two Robot Generators that will generate Robots until they run dry. The best tactic at this location is to destroy Robots until they stop appearing. When they stop, sneak cautiously over the edge until you have a clear line of sight with one of your lasers. Keep shooting until you blow the Reactor. Once the countdown begins, you will encounter no hidden surprises as you exit Level 4 through Area H.

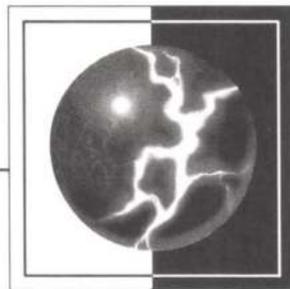
### **Level 5—Venus Nickel-Iron Mine**

While the Blue Key on this level is not difficult to locate, it is difficult to retrieve it without sacrificing a life. Fly to Area A (eliminating all the Robots along the way) and destroy the Medium Hulk. There are two Robot Generators and they will become active when you get within a certain range. Keep your distance and destroy Robots as they emerge from the Generator—eventually the Generators will stop producing Robots and it will be safe to grab the Blue Key. If you are running low on energy, you may want to make a quick dash, grab the Key, and fly down the corridor to the energy refueling center. This maneuver, however, is very tricky in the harder difficulty levels and can easily cost you dearly if not performed just right.

The Yellow Key is a little more straightforward. There are plenty of Robots to fight in Area B, but there is also plenty of cover and they can't swarm you all at once. Once you have the Yellow Key, you must proceed to the Red Key in Area C. Be careful as you approach this Area, because there is a cloaked Medium Lifter right before the Yellow Door, as well as two normal Medium Lifters. The Red Key is located at the bottom of a drop shaft in a room with two Robot Generators. Drop into the room, then quickly fly back up the drop shaft. This will activate the Generators and bring a gaggle of Robots out to chase you. From the drop shaft itself, it is very easy to destroy them as they come for you. Once the Generators stop creating Robots, go down and explore the chamber, where you will find an Invulnerability Globe. Take it, then race into the Reactor Chamber to destroy the Reactor. Go around the other side of the grating that partially obscures the Reactor and fire. Do not waste any time on the Medium Hulks you find. When the Reactor is destroyed, make a quick run to the exit at Area C in the middle of the ceiling.

## **Level 6 – Mercury Solar Research Mine**

You begin this level in a compromised position, and must move to a better defensive position immediately. The best way to do this is to move forward slightly until you can see a corridor branching to your right. Take this corridor until it turns sharply to the left. At this position, Robots from the Robot Generators will drift down to you in small groups. Destroy them until they stop floating down towards you, then quickly accelerate forward and fly past the Robot Generators to Area B. From here you can fire back at the Class 1 Drones that have been chasing you, or proceed to search for the keys. At Area D, which is where the Blue Key is located, you will want to be very cautious due to the presence of three Medium Hulks. The only way to defeat them is to stay on the move and kill them before their missiles connect.



At Areas K, H, and F, you will encounter many Class 1 Drillers for the first time. The best way to defeat them is to take cover and nail them with quick bursts. After you retrieve the Yellow Key from Area G, proceed to Area I to get the Red Key. Here you may want to snatch the Cloaking Device located under the bridge in Area K, then fly directly to Area I. Upon retrieving the Red Key, you may wish to either stay and fight, or leave the room while you are still cloaked. If you stay, make sure to grab the invulnerability globe in the floor in front of the Yellow Door.

The Reactor is faithfully guarded by three Red Hulks who wait beyond the Red Door. If you are not invulnerable, poke out of your cover just long enough to take quick shots at the Robots, then duck back under cover to avoid Homing Missiles. Once the Red Hulks are destroyed, the Reactor is relatively easy to kill and the exit is clearly visible in Area L.

### Level 7—Mercury Military Lab

This level is substantially more challenging than any of the previous levels. Not only is there a large assortment of deadly Robots (like the Red Hulk), but there is also a false Blue Door that *does not* lead to the Yellow Key. In order to find the Blue Key, you must proceed through Areas C and D. Once there, keep going to Area F where the authentic Blue Door is located. Through that door, keep going to Area G to find the Yellow Key. The importance of the proper use of cover cannot be stressed enough, especially in this level where many of the enemy Robots are capable of firing missiles.

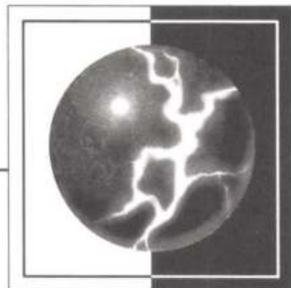
With the Yellow Key in your possession, fly back to the Yellow Door in Area A. This is a deadly area, and reckless exploration will get you killed. Past the door immediately beyond the Yellow Door, there will be a ramp leading upwards to the Red Key and a Red Hulk. Be very cautious how you approach this, since there is very little space in which to fight. After this Robot is dead, grab the Red Key and go back to Area F. In a long corridor in Area M, just before

reaching the Reactor Room, there are two Robot Generators that won't activate until you pass them. Fly past them and proceed to the Reactor Room. In this chamber there is no visible Reactor to destroy, but there are an assortment of Robots, including a SuperHulk. This SuperHulk is capable of teleporting, cloaking, and firing Smart Missiles. Deal with his henchmen first if you can. Then the best tactic is to fly around this ring chamber, staying close to the outside wall with the top of your ship pointing towards the center of the chamber. This way it will be hard for the SuperHulk's Smart Missiles to track you, and by continuously circling the chamber you can make repeated passes at him. Eventually you will wear down his defenses, and once he is destroyed the exit in this chamber will open up.

## **Level 8—Mars Processing Station**

This level exemplifies the need for one of the most important skills in the game: the ability to exploit any cover available in such a way that all the Robots that sense you can't swarm you at once. This level, like others you will encounter later on, is composed primarily of tight, confined spaces. If you aren't careful, a group of Robots could easily swarm you. This is especially true at keys' locations. There is an insidious group of Robots at each of the three locations for the keys. It is critical that you position yourself in such a way that you can't be easily surrounded. Also, keep an eye on the ceilings, because there are many locations where Robots are hiding, waiting to drop down on you as you fly by. The Red Door in Area H is a good example of this.

When in the Reactor room, you'll find that the Reactor is located in the middle of a huge central column. You will need to slide around to the other side in order to get a good shot. The two Medium Hulks and single Red Hulk you've dealt with before, but again, try not to let more than one of them get a line of sight on you. When dealing with the Red Hulk, you may want to risk a more direct approach if you feel up to it. If you rush him with a Vulcan Cannon and keep plugging away at him, you'll go through a lot of rounds, but you'll probably



manage to keep him stunned. You will inevitably take a hit from a Homing Missile, but it shouldn't be more than one if you do things right—and this is still better than taking a half dozen hits . . .

## **Level 9—Mars Colony**

This is another level that will leave you with little room to maneuver. What you must do first is fight your way to the juncture branching to Areas E, F, and A. Drop down the opening and proceed to Area B. You must proceed carefully because there are many Robots along the way. Be especially careful when coming across branches in the corridors, because there are usually Robots that will emerge from each individual branch. At the spot where Area B meets Area I, there is an opening in the floor that leads to Deck 4, but watch out for the Medium Hulk. Here you will find a large room with a Robot Generator and many Robots eager to destroy you. You may want to take cover in the opening to Level 4, and take out the Robots a few at a time until the Generator deactivates. When it seems safe, keep going to Area D. This room is especially treacherous since there are two Secondary Lifters and two cloaked Medium Lifters. Whatever you do, do not let them surround you in the middle of the room, attack them from the doorway instead. When you've secured the key, go to Area E where the Blue Door is at. Kill the Medium Hulk from the doorway, then slide out of the way because there is a Red Hulk somewhere in this room. When you've got your nerve up, dive into the room, then quickly duck into the corridor to the right. You will have to shoot the Red Hulk from the corridor connecting Areas F and G. When you have the Red Key, go back to Area B, where the Yellow Door is.

Beyond the door there are no missile bearing Robots, only Advanced Lifters, Secondary Lifters, and "Spider" Processing Robots. When you have this key proceed as carefully as you can to Area I. Opposition beyond the Red Door is not unusually tough, but just make sure to destroy all the Robots you see first before you take on the Reactor. It may also be wise to make sure you know the path to

the exit fairly well before you decide to blow the Reactor. To reach the exit, you must go through the hole in the ceiling in Area J, then keep going through the Red Door you see before you, which will lead you to Deck 1. Once you're on Deck 1, it's not too difficult to find the exit since this is a small deck. The important thing is to make sure you know how to reach the exit before the countdown begins.

## **Level 10—Mars Military Base**

This level is a bit different from any of the others you have encountered so far. For starters, there are many locations that have very large, sweeping chambers. Use this to your advantage by destroying as many opponents as possible from long range. You can still take cover, but you now have to hunt for it, instead of it being everywhere. Outmaneuvering enemy fire now becomes a more attractive defensive option because of the added room.

To find the Blue Key, follow the maps to the location of the level exit. The vertical shaft leading to the level exit crosses the deck where the Blue Key is located. When you reach this deck, look for a Secret Door between the grate and the monitors. Look for the Blue Door on Deck 2, Area C. It isn't hard to find if you've completed destroying all the enemy Robots in the vicinity. The Yellow Key is not too difficult, although you have to contend with two Class 1 Drillers. Once you have the key, the Yellow Door can be found at Deck 1, Area B. Don't go charging in there because this door is guarded by a Red Hulk and a Robot Generator. It's better to again take them all out one at a time from the doorway.

At Area H take the door in the middle, but keep an eye out for the Red Hulk that will be coming up. With the Red Key, proceed to Area L. When you pass through the Red Door, it may not seem like there is much opposition to you, but in reality, the Reactor is hidden behind a Secret Door that is guarded by two Red Hulks. In order to trigger the Secret Door, you have to fly over the top of the column that is in the center of the room. Once the Reactor goes it should not



be too difficult to reach the exit. It is in the vertical shaft that is in the middle of Area D.

## **Level 11—Io Sulphur Mine**

From the start of this level, you will be attacked by a variety of Robots. Use cover to your advantage while you destroy these Robots. To reach the Blue Key, follow the lava pits to Area C on Deck 2, but keep a careful eye out for a Red Hulk, and any cloaked Robots. To reach the Blue Door, you will need to approach Deck 1 from Area F of Deck 2. This is the only way to gain access to that part of Deck 1. The Yellow Key is in Area E of Deck 1. This area can be very lethal, however, because you basically drop into the middle of the room right from the ceiling, and there are two Red Hulks in addition to the usual assortment of Robots guarding keys. You may want to try flying into the room just far enough to launch a Mega Missile, then backing out as quickly as you can. There aren't as many Robots on this level as there are on the previous ones, but there is still as much danger due to the narrow tunnels with lava running underneath.

To find the Red Key, you must reach Deck 3. The only way to do this is through Area F on Deck 2. Once there, the Red Key can be found on a sub-level of this deck, protected by a few Robots. The important thing to remember here is to proceed slowly and methodically, eliminating Robots one by one, till you reach the Reactor. After all resistance near the Reactor is eliminated, make sure you know the way to the exit well enough so that you can get there in a hurry. If you can, conserve your Mega Missiles and use them either when you know you can't get through a particular section without them, or you can take out a large number of Robots with one shot.

## **Level 12—Callisto Tower Colony**

This level is not very complex compared to other ones, but it is no less dangerous. The large chamber near your entry point (Area A) is full of

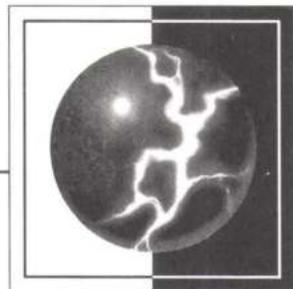
Red Hulks and Class 1 Drillers, and it also has a Robot Generator in it. When you first start out this level, try to destroy as many Robots as you can from within your entry point. When you feel that you've cut down the Robots' numbers, try emerging outside and getting the rest, but make sure to keep moving and present a difficult target.

The Blue Key is located in Area C. You will have to fight a lot of Class 1 Drillers in order to get that far. Try not to stand still long enough for them to get a bead on you. The Blue Door can be found by entering the top of the central tower in Area A and then taking the door to the left. The Yellow Key is on Deck 2 near the vertical opening that is at Area E, Deck 1. The Red Key can be found at Area J on Deck 1. Watch out for the Robot Generator at Area I, right next to the Yellow Door. Unless you can get a break and race for the Yellow Door, you'll have to sit there and kill everything that moves until the Generator stops.

If at all possible, try to reserve a Mega Missile for the Reactor. It is guarded by two Red Hulks and sits in a very small chamber with its guards. One well-placed Mega Missile could easily take out both Robots and go a long way towards killing the Reactor, while reducing your chance of taking damage. If a Mega Missile is not available, then try using as many Smart Missiles as possible. The little bomblets it spreads will go a long way towards wearing down the Reactor and its guards. One good thing about this level is that the exit is not too terribly hard to find. It is right next to the Reactor itself.

## **Level 13—Europa Mining Colony**

The first thing you need to do is to fly through Area A to the very first drop shaft you will encounter. Go down this and watch out for three Medium Hulks. It is possible to strafe through this room—if you're fast enough—and destroy the Robots guarding the key; or, you may wish instead to fight from the drop shaft, taking cover when necessary. When you have the Blue Key, proceed to Area B on this deck, and go down the drop shaft that is just to the left of the Blue Door.



The way to this drop shaft can be fairly treacherous due to the many missile launching Robots that are along the way.

When you reach Deck 3, proceed through Areas F, I, and D to the location of the key at Area E. Fighting your way over there is going to mean doing it one room at a time because of the number of Robots. In one room you should especially be cautious due to the fact that it contains two Red Hulks. The room housing the Blue Key itself contains one of these monsters, along with two Class 1 Drillers. When you successfully get this key, you must retrace your steps and go back to the room where you entered this deck. This is where the Yellow Door is located. The path to the Red Key is actually not as arduous since a lot of the same Robots along the way have already been dealt with, and the Robots you will find are not quite as nasty. Make a note of the exact location of the exit since, at least on this level, the Reactor and the exit are fairly far apart.

The Red Door is located at Area I on Deck 3, and on the other side of it are a couple of Advanced Lifters and Secondary Lifters. A Smart Missile or two would balance out the issue quite nicely in this room. If you have any Mega Missiles remaining, the heart of the Reactor would be the best place to use them. When you do blow the Reactor, don't waste any time doing anything but running to the exit.

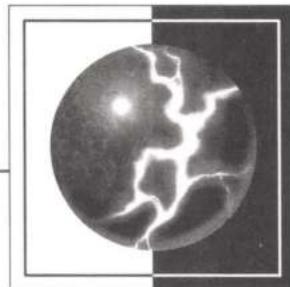
### **Level 14 — Ganymede Military Base**

This level is quite massive and complex, and it will require close attention to the maps available to you. The Blue Key is quite far from your current location and there are a substantial number of Robots between your ship and the Key. The biggest challenge is to make it to Areas C and D on the map with enough strength and resources left over to be able to go out and hunt down the other keys. You will need all the tricks you have picked up along the way for dealing with Red Hulks, Class 1 Drillers, Secondary Lifters, and so on. It doesn't matter if you progress through this level at a snail's pace, so long as you can manage your resources effectively and not be destroyed. When you

have the Blue Key in your possession, you can make your way back to your insertion point, but don't waste any energy engaging hostile forces unless it is necessary.

The Yellow Key is located in Area E, on Deck 2. It is not quite as heavily guarded as the Blue Key, but it can still be difficult depending upon what weapons you have available. The Red Key will definitely prove challenging. It is guarded by two Red Hulks and two Medium Hulks. That is why you must try to save one or two Mega Missiles for this area when you get there.

Mega Missiles and Smart Missiles are the two weapons that may save you in this level—this can't be overstated. You need to hoard them and use them in the most effective way possible. For example, the Reactor room on this level (Area I) has four Red Hulks and two Class 1 Drillers in the chamber itself. You have plenty of cover to exploit, so the best strategy to take is to knock out the Class 1 Drillers first from the relative safety of the drop shaft. Then dive in quickly and take cover. You can sit there and shoot it out with them with your lasers, or if you have Mega Missiles, you can knock out one Red Hulk in one shot. The problem is that the longer you're in a firefight, the more the odds will start turning against you. When you knock out the Reactor, just fly back to the drop shaft and take it all the way up to the exit.



**PTMC Directive CMD-AF754 530**

**TO: MD 1032**

**FROM: PTMC HEADQUARTERS, EARTH ORBIT**

Material Defender, we deeply regret that we are unable to continue to provide you with the more detailed intelligence reports that you have enjoyed so far. Unfortunately, the outer portions of our Raw Materials Operations have been out of contact for longer than those of the inner systems. Our passive sensor systems there have been unmaintained for far longer and are no longer operational. In addition, the Robots in the outer planet's mines seem to be far more aggressive at seeking out and destroying sensors and reconnaissance probes.

We are unfortunately reduced to providing you with only the minimal amount of information necessary to successfully penetrate to the reactor core and escape. Our Production-Cost-Control-Department expresses their most profound apologies for not being able to give you more information. However, most of the department still gives you the highest chances of success. The reason is that the experience you have gained in your successful operations, within the mines in the inner systems, will more than make up for any detrimental performance modifiers incurred to the operation through lack of full intelligence reports.

You have the Board of Directors most heartfelt confidence. Please proceed with the decontamination and containment operation Material Defender.

Remember, PTMC has chosen you for a reason. PTMC, a Company that brings new warmth to the Outer Worlds

### **Level 15—Europa Diamond Mine**

#### **Start**

You will be inserted into the cross-shaped room below point A (in Fig. 15-2).

### **Start to Blue Key**

You will exit from insertion point and head down and to the left. Head through the lit opening. Take the tunnel on the right. Enter the room at the end of the tunnel, turn left and open a Secret Door just inside the room.

Enter the Secret Door and follow it to the monitor at the far end of the room. Head up, into the ceiling, at the monitor. Follow the corridor at the top of the shaft to the Blue Key (D in Fig. 15-4).

### **Blue Key to Yellow Key**

Go back to your insertion point. Head down into the big room and go to the opening on the right this time. Follow the corridor behind the opening down to a room that has a purple drop-shaft in the floor. The corridor will continue on, but you must descend down the shaft at this point (F in Fig. 15-5). Follow the corridor at the bottom all the way to the Blue Door and proceed through the Blue Door. Go through the door to the upper-right, as you enter the room.

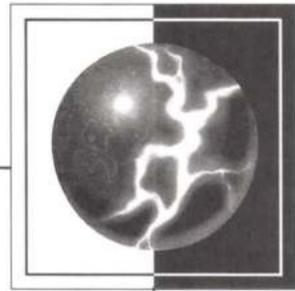
Follow the right-hand wall as you enter the room. This will take you to the first door on the right. Pass through the door and then, sticking to the left-hand wall, proceed through that door. After passing through the door, follow the corridor straight back and up slightly. Follow that passageway to a more open area (F in Fig. 15-6). Then go down and to the left to retrieve the Yellow Key (G in Figs. 15-6 and 15-7).

### **Yellow Key to Red Key**

Go back to the room containing the last Blue Door that you passed through.

Go down and right to the Yellow Door. Go through the Yellow Door and down the corridor to a room. Go down a trench to the left or right of the room you just entered, into the lava area.

Follow the outer wall of the area until you find a passage through which you can see the Red Key (behind a grate). You can go either left or right to retrieve the Red Key (I in Fig. 15-9).



### **Red Key to Reactor**

Go back through the Yellow Door. Proceed across the room through the far door. Go straight across the next room, following the corridor to the Red Door.

As you pass through the Red Door the Reactor will be directly in front of you. Blast the Reactor to its component atoms.

### **Reactor to exit**

Go back through the corridor that you just entered the Reactor Area through. Proceed across the room sticking to the upper right-hand corner of the room. Go into the first corridor that is adjacent to the ceiling. Proceed down the corridor to the well-lit exit.

## **Level 16 — Hyperion Methane Mine**

### **Start**

You will enter the level in the small room to the left of point A (Fig. 16-1).

### **Start to Blue Key**

Proceed around the pillar at point A (Fig. 16-1). You will enter a large room with two deep channels along either wall as you enter.

Dive down the channel to the right of your entry location. This tunnel will lead to a larger room with a tall ceiling. Take the exit tunnel directly across from you. This tunnel is on the bottom left of the room as you enter. This tunnel will allow you to drop out of the ceiling of a room (B in Fig. 16-2). In front of you there will be two tunnels. One of them will have a much appreciated laser power-up. That tunnel is the one that you want to take. The tunnel will curve around to the left.

The Blue Key will be on your right as you race through the tunnel (C in Fig. 16-3).

### **Blue Key to Yellow Key**

Follow the loop back into the larger room (B in Fig. 16-2). Pull up and zoom back into the roof tunnel.

As you enter the next room pull up and towards the middle of the opposite wall. You will take the middle door. A short hallway will connect you with a Blue Door.

Since you now have the Blue Key you can proceed through the Blue Door. Through the Blue Door is a large room with two deep trenches perpendicular to your entry doorway (D in Fig. 16-4).

Dive down the first trench. About three-quarters of the way towards the bottom of the trench, an opening will appear on the wall that is now below you if you dove down the trench nose first (F in Figs. 16-4 and 16-5). This opening will be outlined in yellow docking lights. Go through the opening to retrieve the Yellow Key.

### **Yellow Key to Red Key**

Climb out of the trench and leave the room at the top (D in Fig. 16-4) through the doorway across from the one where you entered the room. This leads in to a hallway.

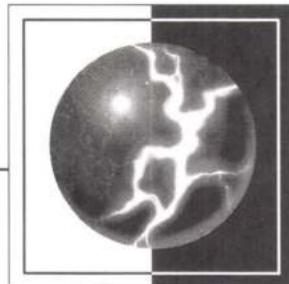
Enter the first tunnel on the left, just before a lit door. Snake your way down the chute (I in Fig. 16-8). This will lead to a small room with two Yellow Doors (J in Fig. 16-8). Enter the lower of the two Yellow Doors.

Just as you enter the doorway pull your ship's nose up so that you are facing the doorway opposite the rotating fan. Follow the tunnel around to your right and the Red Key will be on your right (J in Fig. 16-9).

### **Red Key to Reactor**

Exit the area through the tall vertical tunnel (I in Fig. 16-8). Go back to the tunnel to reach room D (in Fig. 16-8). Turn left and enter the lit doorway in the hall (the door will show up as green on your auto-map).

Dive down this shaft to the door at the bottom. Watch out for ambushes along the way. This will open onto a larger room with two



trenches. Dive into either trench and proceed straight to the bottom of the trench. At the bottom you will see red docking lights around a Red Door.

Enter the door and go through the center opening opposite the doorway you just came through. This will lead to the room containing the Reactor core (K in Figs. 16-10 and 16-11). Blast away until you breach the Reactor shielding and then prepare to beat a hasty retreat.

### **Reactor to Exit**

Once you have blown the Reactor, retreat to Area D (Fig. 16-10) and the exit tunnel will be on your right.

Congratulations, Material Defender.

## **Level 17 – Tethys Military Base**

### **Start**

You will start in a large room (A in Fig. 17-1), and you already have a welcoming committee. Make sure to let them know you appreciate their hospitality.

### **Start to Blue Key**

From your starting room (A in Fig. 17-1) take the tunnel sloping down on the left side of the room. This will lead to another room (B in Fig. 17-2). Drop down to the lower tunnel in that room and continue downwards. This will open out to an intersection that breaks left, right, and down. Head down. This is *Descent* after all.

You'll see a sphere of invulnerability. Take it and the tunnel beneath it. This will lead to a T-intersection. Turn towards the right (C in Figs. 17-2 and 17-3). Re-orient your ship so that the floor is below you. Follow this tunnel all the way to the end and then head up. You will run into the Blue Key (D in Fig. 17-3).

### **Blue Key to Yellow Key**

Exit the area the same way you came in. When you get back to Room B (in Fig. 17-2) turn right and the Blue Door will be on your left (E in Fig. 17-4).

Go through the Blue Door. You will enter a short tunnel that leads to a larger room (F in Fig. 17-4). Proceed across that room and go through the door at the opposite end of the room. Once you enter that door you will be able to see the Yellow Key (G in Fig. 17-5). Hope you have your lasers fully charged for this room.

### **Yellow Key to Red Key**

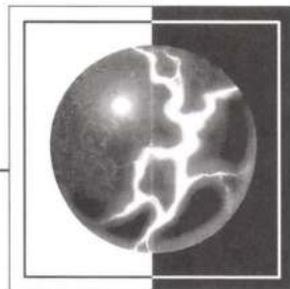
Leave the area the same way you flew in. When you return to the room that you got the sphere of Invulnerability in, find a Yellow Door. There are two leading out of the room. Take either. The Yellow Doors both lead into the same room. Leaving that room is a tunnel that splits (just before I in Fig. 17-7). Take the fork to the right (towards J in Fig. 17-7). Soon you will, again, have a choice of left or right. This time take the left fork.

Continue down this fork until you reach the last pit before the hostage cells. Descend into the pit. Follow the tunnel at the bottom to a room (K on Figs. 17-7 and 17-8). Follow the right hand wall around the edge of the room until it leads you to a Red lined pit. This pit contains the Red Key (K in Fig. 17-9).

### **Red Key to Reactor**

Leave the area the same way that you entered. Continue back to room B (Fig. 17-2). As you rise up into room B, enter the tunnel on your left. Follow this tunnel as it curves to your left and the Red Door will appear on the right wall (M in Fig. 17-10).

As you enter the room, take note of the exit immediately to your left. You'll want to know where that is very shortly. Continue across the room to the only other tunnel (N in Fig. 17-11). Pop the Reactor and run back into room M to escape out the exit tunnel you saw earlier.



## Level 18—Miranda Mine

### Start

You will be inserted at point A (Fig. 18-1).

### Start to Blue Key

Follow the level from Area A, through Area B, to slide C (as shown in Figs. 18-2 and 18-3). Enter Area D (Fig. 18-2), retrieve the Blue Key.

### Blue Key to Yellow Key

Pull out of the Key-room into the room just before it. Continue across the room through the doorway directly opposite. This will lead into a Blue corridor. Turn right at the first T-intersection. Follow that corridor to the next T-intersection at which you will turn left and go through a door. Turn left as you go through that door. Go through the door that is now visible ahead of you. Follow the corridor through the door at the end.

You will enter a room with a Blue Door on the opposite side.

Go through the Blue Door. You will enter a room with a pit in the middle of it. Descend into the pit. There will be a passageway in the floor, behind you, as you reach the bottom (E in 18-4). Descend into that passageway.

Follow the passageway through the first room and then make an immediate left before entering the second room ahead of you (F in Fig. 18-5). The Yellow Key will be hidden directly behind a Robot in front of you.

### Yellow Key to Red Key

Take the Yellow Key and return to the insertion point (A in Fig. 18-2). From that point, move forward and go through the first door on your right. Proceed through the Yellow Door at the end of the tunnel.

As you move through the Yellow Door the level's exit will be directly ahead of you. Exits are your friend. Do not forget them, Material Defender. Descend into the trench just before the exit.

Follow the tunnel in front of you. When you see a Yellow Door in front of you, push your nose down and descend into another tunnel that leads to the Red Key (I in Figs. 18-7 and 18-8).

### **Red Key to Reactor**

Return through the same tunnel from which you initially entered the area. Proceed through the Red Door directly in front of you. Follow the corridor behind it to the next Red Door.

The last Red Door contains the Reactor room directly behind it. Destroy the Reactor and return to the exit that you passed on the way to the Red Key.

## **Level 19—Oberon Mine**

### **Start to Blue Key**

Leave the insertion area by descending into the shaft in front of your ship. Descend to the first six-way intersection. Turn in the direction that you entered the mine. Enter the door directly ahead of you.

Move through Area B to get to room C (both in Fig. 19-2). The Blue Key will be directly in front of you in room C (Figs. 19-2 and 19-3).

### **Blue Key to Yellow Key**

Return to the first six-way intersection. Turn to face the tunnel mouth that you just left. Descend to the next six-way intersection. You will pass through a Blue Door on your way down. Enter the tunnel in the new intersection. To your left and right will be some riser shafts. Take either one to Area D (Fig. 19-4).

Move through Area D to Area E (Figs. 19-4 and 19-5). Pick up the Yellow Key, which will be on your right. Return to the six-way intersection.



### **Yellow Key to Red Key**

Descend to the next lower intersection. Turn left and proceed along the corridor to first the left, before the Yellow Door frame. This corridor leads down. Go through the door at the bottom.

Move through the maze (F in Fig. 19-7) until you find the shaft leading upwards (G in Fig. 19-7). Move up the shaft to red Red Key (G in Fig. 19-7).

### **Red Key to Reactor**

Take the Red Key and move back to the six-way intersection (D in Fig. 19-9). Descend to the bottom of the shaft.

In the room below the Red Door there are two trenches on either side of the room. Descend into either of these trenches to find the Reactor (I in Figs. 19-9 and 19-10). Destroy the Reactor and exit the room the same way from which you came.

### **Reactor to Exit**

Ascend straight up the level's central shaft to the exit.

## **Level 20—Oberon Iron Mine**

### **Start to Blue Key**

Search near the starting area for a Class 3 Gopher Robot that is colored Blue instead of the usual mottled gray. When you blow up the Robot, the Blue Key will appear from its wreckage.

### **Blue Key to Yellow Key**

After you acquire the Blue Key return to your insertion point (A in Fig. 20-1). Then try to move along the right-hand wall of the area until you get to the Blue Door.

Go through the Blue Door. This will let you into a four-way intersection. Enter the left-hand door at the intersection.

Continue on through Areas B and C (Figs. 20-3 and 20-4) until you spot a Class 1 Drone that is colored a bright Yellow. Destroy this droid and pick up its valuable Yellow cargo (the Key).

### **Yellow Key to Red Key**

From Area C (Figs. 20-3 and 20-4) continue on into Areas D and F (Fig. 20-5) and search for a Class 1 Drone that is colored bright Red. Destroy this escapee from the flying circus and pick up the Red Key it was carrying.

### **Red Key to Reactor**

Move ahead and down from the area in which you found the Red Key. This will lead you to the Reactor (I in Fig. 20-6). You will probably see the exit door first. If you do then turn right from that point to find the Reactor. Melt down the Reactor and return to the exit to escape.

## **Level 21 – Oberon Colony**

### **Start to Blue Key**

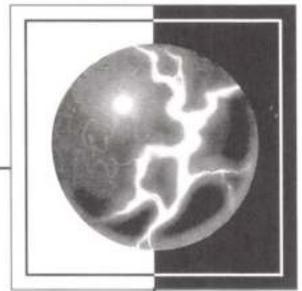
From the insertion point (A in Fig. 21-1) go forward and bear right. Go around the central pillar and through either doorway directly ahead of you (B in Fig. 21-2). As you pass through those doors you will see Blue docking lights a short distance ahead of you (C in Fig. 21-2). The key will be there, between the lights.

### **Blue Key to Yellow Key**

Continue down the left hand corridor to the Blue Door. Go through the Blue Door turn into the corridor on the left. The corridor will make an immediate right turn.

You will now see a lit door directly ahead of you.

Proceed through that door. Go straight through the blue room and the blue hall beyond; to a green room with a huge pit sunken into



the floor. Take note of the Yellow Door here. You will want to return to this room once you have the Yellow Key.

Descend into the pit. Watch out for the lava in these tunnels. No need to take non-combat damage here. Take the right-hand passage to a room with a door (into F in Fig. 21-6). When you are facing the door turn all the way around (180°) and take that tunnel down. Stay to the right-hand wall (G in Fig. 21-8) and you will come to the room with the Yellow Key (H in Fig. 21-8).

### **Yellow Key to Red Key**

Return to the top of the pit (E in Figs. 21-9 and 21-10) and go through the Yellow Door there. Proceed ahead, into the room, and you will see some Red docking lights on your left. The Red Key is between the lights (J in Fig. 21-11).

### **Red Key to Reactor**

Continue down the hall to the lit door on your right. Go through the door. The Reactor room will be directly ahead of you (L in Fig. 21-13), but it will be shielded. When you enter the room a door in the room will open up. Enter that doorway. This will, in turn, open another doorway. When you enter the next doorway the shielding protecting the Reactor will draw back for a brief time. This will give you a chance to destroy the Reactor but you may have to repeat the sequence several times.

Important safety tip: Since the Robot Generators start up every time you enter the room it is very difficult to destroy the Reactor and remain alive. The trick here is to exhaust the Robot Generators before you attempt to destroy the Reactor.

### **Reactor to Exit**

Once you blow up the Reactor, go through the Red Door that is to the right of the door that you entered the room through. It is on the only wall that contains a single Red Door and is just to the right of a

Robot Generator. Once you go through that door the corridor will turn to the right.

Follow the corridor around the turn and the exit will be above you, just before the lit door at the end of the corridor. Pull up to escape. Climb for the surface. Climb, damn you, climb. Looks like you have survived again.

## **Level 22 – Neptune Storage Depot**

### **Start**

You will be inserted at point A (in Fig. 22-1).

### **Start to Blue Key**

Move straight ahead and down towards a lit door. Go through the door to a large room (B in Fig. 22-2). Enjoy the brief feeling of invulnerability, you'll need it.

Go through the right-hand door in this room. Go straight ahead to a small drop shaft. Descend into the drop shaft to the bottom.

Note the Blue Door at the bottom of the shaft. You will need to return here very soon. Turn left at the bottom and follow the tunnel in a swooping right curve to the Blue Key (C and D in Fig. 22-3).

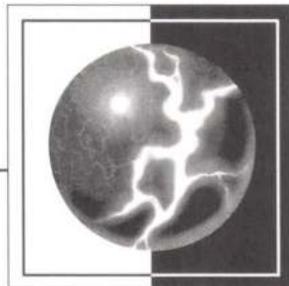
### **Blue Key to Yellow Key**

Return to the Blue Door in the bottom of the drop-shaft you descended to get to this level. Descend through the Blue Door (E in Fig. 22-5). Look for a refueling center.

Go through the refueling center and then turn left. You will see Yellow docking lights up ahead of you. Go towards the Yellow docking lights to retrieve the Yellow Key (F in Fig. 22-5).

### **Yellow Key to Red Key**

Rise through the Blue Door that you just descended through (Above E in Fig. 22-5). Turn until you see the Yellow Door.



Go through the Yellow Door up a corkscrew-spiral shaft to a drop-shaft illuminated by Red docking lights.

Descend all the way down the drop shaft and the Red key will be at the bottom of the shaft (I in Fig. 22-7).

### **Red Key to Reactor**

Return all the way to the second room that you entered on this level (B in Fig. 22-1).

Descend into the hole in the floor.

You will descend into a large room (J in Fig. 22-9).

When your ship's belly is on the deck, look around for the only visible door on this level. This door will also be the only Red Door in this large room.

Go through the Red Door and the Reactor will be directly ahead of you (K in Figs. 22-9 and 22-10).

Slag the Reactor and scream for the exit.

### **Reactor to Exit**

Go back through the Red Door into the large room (J in Fig. 22-9).

Pull your nose all the way up and push the throttle to the stops as you claw for the exit at the top of the shaft.

One more level safe for the mighty PTMC. Yeah, right, I just hope they remember that at bonus time.

## **Level 23—Triton Storage Depot**

### **Start**

You will be inserted into the Depot at point A (in Fig. 23-1).

### **Start to Blue Key**

Go straight from your insertion point.

Proceed through Areas A, B, and C (Fig. 23-2).

From Area C (Fig. 23-7) continue through the passageway that

slopes downward. As it opens into a room bear to the right and continue to follow the right-hand wall until you reach an intersection where the passage continues forward and plunges into a drop shaft (D in Fig. 23-2).

Descend down the drop shaft to Area F (Figs 23-2 and 23-3).

Continue around the room, to the left, until you see the Blue docking lights.

The Blue Key is located in a room at the end of a short tunnel beneath the Blue docking lights (E in Fig. 23-3 and F in Fig. 23-4).

### **Blue Key to Yellow Key**

As you exit the Blue Key room, turn right.

This leads you around a room to an area with a hole in the floor. You will be able to see Blue docking lights through the hole in the floor. Proceed down and through the door in the pit.

This opens out into a large room. Move forward and up to exit the room.

This leads to a Blue Door (the only exit) which will lead to another room (G in Figs. 23-5 and 23-6). From this room exit through the left passage.

The passage curves slightly to the right and you will see the Yellow Key ahead of you at the end of the passage (I in Fig. 23-6).

### **Yellow Key to Red Key**

From the Yellow Key, return towards your insertion point.

At Area C (Figs. 23-2 and 23-7) descend to the room just above the bottom of the shaft. Look around for a Yellow Door.

Go through the Yellow Door and bear to the right. Keep to the right-hand wall as you proceed past several Robot Generators. You will eventually see Red docking lights (all in Area J in Fig. 23-7).

Go straight down, past the lights, all the way to the lava.

Turn in place and you will see the Red Key slightly above you (K in Fig. 23-8).



### **Red Key to Reactor**

Return to the Yellow Door that you entered from. Take note of the exit to your right. You'll want to find this in a big hurry. Descend to the Red Door at the bottom of the shaft. Go through the Red Door. Proceed straight through the passage to the Reactor.

Make your very own PTMC-style meltdown and jet back to the exit door just outside the Red Door you used to enter the Reactor area. Congratulations, you have survived farther than we thought you would.

## **Level 24—Nereid Volatile Mine**

### **Start**

Your insertion point is to the left of Area A (in Fig. 24-1).

### **Start to Blue Key**

Exit through the door in front of you and turn left (B in Fig. 24-2).

Move forward through the door to grab the Blue Key (C in figs. 24-2 and 24-3).

### **Blue Key to Yellow Key**

Exit back through the door you just entered. Go straight down the corridor to the Blue Door. Go through the Blue Door, slide left, go through another door and then drop straight down.

Enter the corridor to your front-left and the Yellow Key will be off to the right (F in figs. 24-4, 24-5, and 24-6).

### **Yellow Key to Red Key**

From the Yellow Key, keep to the right-hand wall until you fly into a tall, narrow, ring-like passage. This area forms the inner ring of the complex. It can be seen in Figs. 24-6 and 24-7. Stay to the right-hand wall as you enter this area. Take your first right, into a Yellow

Door. Go through the door and into a room (G in Fig. 24-7). Go straight up and turn to the right. Go to the far end of the room and then go up. From there you will see the red docking lights (H in Figs. 24-7 and 24-8) surrounding the Red Key.

### **Red Key to Reactor**

Once you have the Red Key return to Area G (in Fig. 24-7). Turn left to exit the room through the Yellow Door that you used to enter the room.

Pass through the door to return to the ring-like area and turn left to go all the way to the end of the room. At the end of the room turn left and go up. At the top, turn left again and follow the right-hand wall to the end of the passage. Then turn left to go through the door in front of you.

Proceed through the Yellow Door to a blue room. The room will have a drop-shaft in the middle and you should take careful note of the exit in the roof of the room.

Descend into the drop shaft (K in Fig. 24-11) all the way to the bottom.

At the bottom, turn to locate the Red Door (L in Fig. 24-11).

Proceed through the Red Door to the Reactor room (M in figs. 24-11 and 24-12).

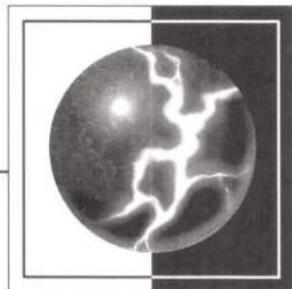
### **Reactor to Exit**

There are two ways to leave this level (alive, that is):

- the regular exit at the top of the drop shaft (K in Fig. 24-11),
- or the secret exit that leads to a secret level.

The secret exit is found along the left hand wall at the bottom of the drop shaft (N in Fig. 24-13).

The secret exit will lead to a secret level that the Robots have manufactured. We have little intelligence information for this level. You are on your own if you choose this option.



## Level 25 - Pluto Outpost

### Start

Insertion point is at Area A (in Fig. 25-1).

### Start to Blue Key

Turn right as you leave the insertion point, and proceed down the corridor to the first left.

Move through Areas C and D to find the Blue Key hovering at the far end of Area D (Figs. 25-2 and 25-3).

### Blue Key to Yellow Key

Go back towards the main corridor, but be sure you go through the Blue Door on the right before you reach the main corridor.

Follow the passageway through the first room (E in Fig. 25-5) and into the second room.

Go past the pit in the floor and proceed to the door farthest to the right. When you are facing this door, enter the door immediately to your left.

Fly straight through the next two rooms.

Fly up the vertical shaft at the end of the second room (F in 25-5).

At the top turn around (180°), then turn right, go down the passageway to your first left, and then descend down the drop shaft (G in Fig. 25-5) to the Yellow Key.

### Yellow Key to Red Key

Return to the room where you found the Blue Key (D in Figs. 25-2 and 25-6). Go through the Yellow Door in this room.

Fly straight back, through the door, to a room with a pit leading down. Descend into the pit.

Turn around and pick up the Red Key surrounded by Red docking lights (I in Fig. 25-6).

**Red Key to Reactor**

Go back through the Blue Door, past the refueling area. Dive into the pit that you passed by on your way in. Right before the hostage's cell, descend and turn left.

Go through the Red Door in front of your ship. The room in front of you is huge and very dark. Feel free to use plenty of flares in here. Fly along the edge of the wall at the bottom of the room and you will find a refueling station, the exit (remember this for later use), and another Red Door.

Go through the Red Door, staying to your left, and you will fly into the Reactor room (L in Figs. 25-9 and 25-10). Go back to the exit you found earlier.

Don't get lost in the dark.

**Level 26 — Pluto Military Base****Start**

Your insertion point is at A (in Fig. 26-1)

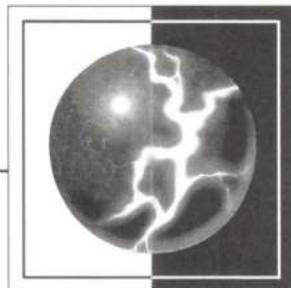
**Start to Blue Key**

From your insertion point proceed straight through one blue room with girders, through a second room with fences and girders, until you reach a third room with three doors (including the one you entered from).

In that last room turn to the left and go through that door and follow the corridors to the left. You will go through a refueling station. Staying to the left, you will go through another door, under a girder bridge, into a room. In this room you will go through the door on the right (B in Fig. 26-2). You will be able to collect the Blue Key here.

**Blue Key to Yellow Key**

Go back to your insertion point. Proceed out of the door into the girder lined corridor. Take the first left, at the four-way intersection, and go through the Blue Door at the end of the corridor. Descend into the shaft behind the door.



At the bottom of the shaft you will see a Yellow Door. Make note of that door as you will be returning to it later.

At the bottom turn right, go down a short corridor and turn right again. Proceed forward and down, following the corridor until you can turn left. Turn left at this four-way intersection.

At the end of this corridor rise up in the shaft.

At the top make an immediate right. Go through the door. Go through the next room and the room past that, proceeding in a straight line.

As you pass through the second door you will see the Yellow Key across the room from you (F in Fig. 26-8). Be careful there's a lot of hostile firepower in that room.

### **Yellow Key to Red Key**

After grabbing the Yellow Key go back to the base of the drop-shaft that you just used. The one you are looking for has the Yellow Door adjacent to it. Go through the Yellow Door and the Secret Door at the end of the hall. Go to the right as soon as you move through the Secret Door and then move up. Go across the room and then back down.

Follow the corridor the rest of the way to an open room with the Red Key floating in an alcove in front of you (G in figs. 26-9 and 26-10).

### **Red Key to Reactor**

Return to the location in which you found the Yellow Key (F in Figs. 26-7 and 26-8). Go through the Red Door and straight through the corridor behind it is the Reactor (I in Fig. 26-11).

Melt the Reactor into a pile of rubble with a thousand year half-life and fly for the exit.

### **Reactor to Exit**

Return back through the Red Door. Fly across the room and directly across from you is the door that you need to use. Enter that door and

pull up sharply as soon as you're through in order to use the exit tunnel in the roof.

## **Level 27 - Charon Volatile Mine**

### **Start**

You will be inserted into the final level at point A (Fig. 27-1)

### **Start to Blue Key**

From your insertion point go through the door on your right. Descend down the purple drop-shaft. Turn around, enter the blue room and rise through the opening in the ceiling. Follow the corridor at the top all the way to your left.

At the end of the corridor rise up and you will possess the Blue Key (D in Fig. 27-3).

### **Blue Key to Yellow Key**

Return to the purple shaft that you descended to retrieve the Blue Key. Fly along the left-hand wall to the lit drop-shaft. Descend into the shaft. At the bottom of the shaft go through the Blue Door.

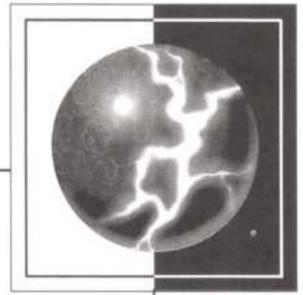
Follow the right-hand wall and you will see the yellow docking lights. Go up at the lights and you will run into the Yellow Key (F in Fig. 27-5).

### **Yellow Key to Red Key**

Go back to your insertion point. Go through the middle door.

Then go through the Yellow Door on the left. Rise up the shaft behind the door.

At the top, turn around, go to the far wall and look down. The Red Key will be in a shallow trench at the back of the room (H in Fig. 27-7).



### Red Key to the Monster

Return through the Yellow Door from where you just entered. Go left through the Red Door into the four-part Monster chamber (I in Fig. 27-12). Kill the Monster.

You may have to replenish your supplies from the weapon storage bays in Area J (in Figs. 27-11 and 27-12). When you have killed the monster, escape the mine through the exit located in the room's ceiling.(K in Fig. 27-13).

### Congratulations

Job well done, Material Defender. We hope that you were able to save fragments of the renegade Robots for later R&D analysis. Please remit a standard form 2041-b expense report for PTMC accounting approval.

Thank you, on behalf of the Board of Directors, for your outstanding performance as the Material Defender *in situ*. Naturally, anything you saw, or thought you saw is considered a confidential trade secret and is subject to Board approval prior to any disclosure to non-authorized personnel.

If we ever have any similar problems, in the future, we know where to contact you. Although, with all of our new safeguards in place such an incident could not possibly repeat itself. Thank-you again for your exemplary performance.

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