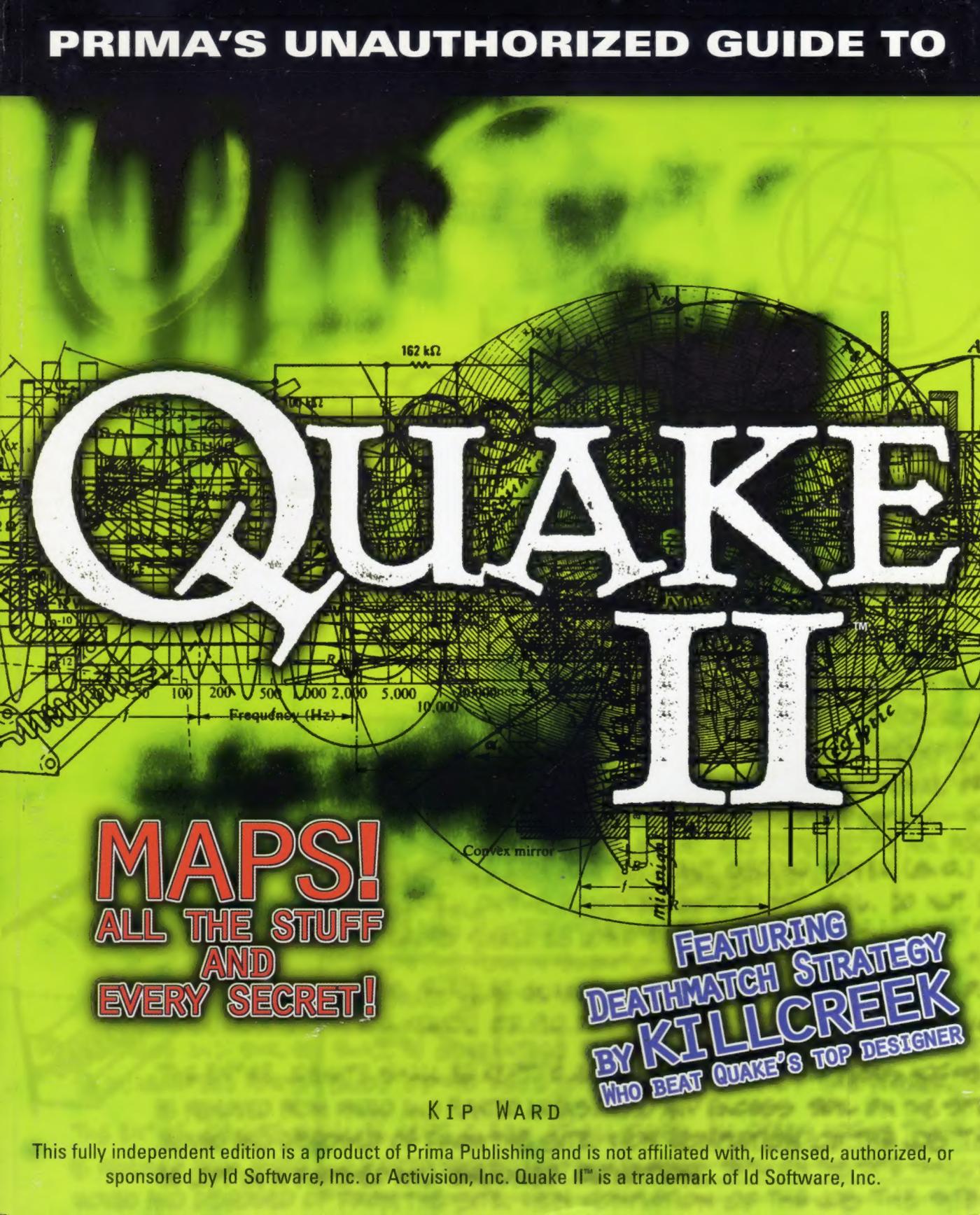


PRIMA'S UNAUTHORIZED GUIDE TO



QUAKE II™

MAPS!
ALL THE STUFF
AND
EVERY SECRET!

FEATURING
DEATHMATCH STRATEGY
BY KILLCREEK
WHO BEAT QUAKE'S TOP DESIGNER

KIP WARD

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QUAKE™ II

THE UNAUTHORIZED GAME SECRETS

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CHAPTER ONE

INTRODUCTION



ho would have thought it? Certainly, not us.

In our minds, *Quake* was King.



Beautiful. Nearly flawless in every detail. And Deathmatch. *Quake* Deathmatch, quite obviously, was the standard by which all other games were judged.

Now this. The sequel: *Quake II*.

At first, we fretted over the shareware. In retrospect, that was id's fault. Hey guys: Don't keep us waiting for two years and then issue shareware that has only an Easy difficulty mode. That hub takes, what, 15 minutes in Easy?

So we waited and fretted and waited some more, suspicious and saddened deeply, sure that nothing could ever take the place of *Quake*, not even its own sequel.

And we were wrong. Dead wrong. We're big enough to admit that. id has simply obliterated every gripe we had at the shareware level, and the nuances of the *Quake II* multiplayer mode are some of the most innovative concepts ever to govern a fragfest.

Better weapons. Better monsters. Better combat. Level design the likes of which has never been seen in a 3-D game. Beauty in every detail.

And Deathmatch. Sweet Deathmatch.

The King is dead.

Long live the King.

How to Use This Book

Rather than regurgitate everything the manual had to say—and didn't have to say—about the weapons and monsters of *Quake*, we've opted to begin this book with some battle-hardened tips based on actual gameplay.

As with other 3-D games you're probably used to, combat in *Quake II* is relatively straightforward, but there are still some insights you get only after you've been down in the trenches for a while. We've been there. We're back. Here's the full report.

Past that, we present each of the hubs in loving detail, complete with maps that we hope will make the trip a little less confounding.

A Word on the Maps

One of the most demanding aspects of constructing this strategy guide was drawing the incredibly complex maps that give you your bearings in the world of *Quake II*.

Of course, the game itself doesn't have an automap feature, which makes getting oriented properly, even with the maps, a bit of a chore. Because of the vertical nature of the level maps, it's sometimes hard to tell where certain elevations connect, or what the most expedient path might be from your current position to where you need to go.

If you become seriously confused, don't be shy about checking the walkthrough for more specific details. The walkthrough contains structural references which, together with the maps, should solve most of your navigational difficulties.

Acknowledgments

More than any book I've ever worked on, this was a group effort. Three incredibly skilled Quake gods actually did the meat-and-potatoes work on the mission walkthroughs, leaving me to tinker and experiment and Deathmatch far too much: Chris Jensen blasted his way through the Outer Base, Warehouse, and Prison hubs. Steve Honeywell tamed the Mine, Factory, and Power Plant. None other than Joe Grant Bell set his considerable talents to conquering the Big Gun, the Hangar, the City, and the final boss hubs.

Also, a horde of talented cartographers conspired to create the maps for this guide, all under the firm but fair guidance of diamond Don Tica: Tri Pham, Jason Young, Chipper Gerritsen, and Rod Harten, take a bow.

Of course, someone had to put all the pieces into a semblance of a book, a not-so-lucky task which my editor, Christy Curtis, managed with style.

Stacey Mollsen, esteemed product manager at Prima and copyeditor Sam Mills...I guess that just about covers it.

With one small exception: I need to send this special shout out to Chris, my Deathmatch buddy for quite some time. Now those times are changing. Thanks for the memories, bud. No matter what strange server you may find yourself on, watch your back. The Gibbon is out there somewhere, and he's looking for you....





CHAPTER TWO

COMBAT IN *QUAKE II*



M



ore than any other 3-D shooter since the original *Quake*, the sequel is a tactical combat puzzle. The game's essence, more than throwing switches and pondering cryptic clues, lies in its rapid-fire combat, and how that escalates as the game progresses.

You'll find, in fact, that puzzle-solving comes intuitively in *Quake II*: Rarely does a switch do something that isn't obvious, and you can locate most Secret Areas with a reasonably thorough search.

This game is about inflicting some serious pain while suffering minimal grief in return. And, of course, the walkthrough section that follows has all the situational analysis you should ever need, in terms of each mission's specific combat traps. When you're not hanging on every word of the walkthrough, however, you'll need to rely on a relatively second-nature understanding of your foes and of the weapons at your disposal.

You can, of course, get that knowledge from cruel firsthand experiences. Or is a primer in order? Aside from the following insights on weapons and monsters, which form the meat of this discussion, we've peppered the section with insights on various items and features as they relate to combat.



The Quake II Arsenal

The hero of *Quake II* has, as you might expect, a wider variety of destructive gadgets than did the Marine in the first game. Some of these new toys are certainly familiar to fans of the 3-D genre, but a couple have some original and specific applications. Even some of the old guns come with different damage parameters.

From the top, then, in the order in which they appear. For specific recommendations regarding a certain foe, see the section on Monsters that follows.

Blaster

Our hard-corps crew quickly dubbed this starter weapon the “Nerf Gun.” Aside from its obvious power limitations, however, realize that you have an unlimited supply of ammo for the Blaster, making it ideal for those low-percentage distance shots at enemies who aren’t in a hurry to close the gap. Also, it’s useful when searching for shootable panels or activating switches, or perhaps even illuminating darkened areas.

Shotgun

The first upgrade to your arsenal, the single-barrel Shotgun is generally more useful than some you may have hefted in other 3-D games. Its refill time is considerably faster than the double-barreled varieties, making it useful for close-quarters fighting against small groups of relatively weak foes.



Double-Barrel Shotgun

Just as the single-barrel model has nuances that may be outside normal 3-D game parameters, the Double-Barrel Shotgun (or Super Shotgun) also displays subtle refinements: Namely, it reloads a bit slower than you might like, but it packs one hell of a wallop at close range. You'll find that you can fight the toughest monsters in the game very effectively with your DBS, simply because so few of them have close-quarters attacks that can match a double-barrel point-blank blast.



Machine Gun

A very effective tool for mowing down ranks of guards and Enforcers, and the weapon of choice against Flyers. The catch, of course, is that the muzzle lifts as you fire the weapon, as if the gun had a "kick." If you're using the mouse to play, the lifting action of the Machine Gun is easy to compensate for: Simply nose the gun down ever-so-slightly as you fire. If you're using the keyboard, keeping the Machine Gun on target is more troublesome. Realize that the gun seems to jump more when you first pull the trigger, and then the lifting action tapers off somewhat. With that in mind, if you start off firing low at a target, the initial kick will lift the sights to a more desirable level, and nudging the barrel down from that point on shouldn't require a dramatic adjustment.

The Hub Structure

As does *Hexen*, *Quake II* sports a kind of "super-mission" structure, utilizing "hubs" of missions as opposed independent levels. For this reason, you may often leave a level without recording all the kills or finding all the secrets simply because you'll come back to it later as part of the game's natural progression. By then your access will have increased. When you reach a room with a large "Exit" plaque, however, that means you've come to the end of a hub. Make sure all that hub's connected levels have been suitably pillaged before taking the final plunge.

Chaingun

One of the most formidable weapons in the game, the Chaingun is meant to inflict cruel amounts of damage on groups of foes. In a pinch, you can also use it to fight one of the major monsters at close range, but the Double-Barrel Shotgun is probably just as effective for that task, and Bullets generally are harder to come by than Shells. Use the Chaingun to mow down Gunners or

Berserkers in the company of guard patrols, and notice that the weapon takes time to power down, as well as to reach full speed. If you're hammering away at a crowd, ease back on the trigger once they start to thin out a little and save significant ammo as the weapon "powers down" during the final couple of kills.



The Inventory

The Marine in *Quake II* has plenty of storage capacity, and thus you can put many of the power-ups that were instantaneously activated in the first game into storage until some vital strategic need arises. Hang onto those Quad Damage Runes as long as you can, and, likewise, any Invulnerability Runes you come across. There's really only one place in the game where you absolutely must be invulnerable—in a Secret Area beneath the lava in the Jail hub.

Grenade Launcher

The Grenade Launcher is still one of the most useful tools in this or any other Marine Corps, as its ability to fire around corners is unmatched. Bounce Grenades through doorways or into areas below or even above you, and you can inflict serious amounts of damage while rarely becoming the subject of retaliation.

Rocket Launcher

The Rocket Launcher is still a mighty weapon, but fans of the first *Quake* will find the *Quake II* counterpart a little bit slower on the delivery than the original. That doesn't make much difference if your foe is inclined to stay in one

place, but very few Stroggs oblige once the rockets start launching. We tend to use the Rocket Launcher to deal harshly with small groups of guards, and to strafe larger, slow or confined targets from a safe distance. Those two generalities aside, the Iron Maiden probably received most of our rockets, as she tends to stand still while firing her own rockets, and we can pull the trigger faster than she can.

Hyperblaster

Awesome. The Hyperblaster is a kind of electric Chaingun that dispenses little bursts of energy at very high speed. This is the weapon you whip out when you've had just about enough of the alien menace, and would really prefer that every Strogg in the immediate vicinity die a quick and horrible death. Late in the game, if you find yourself sitting on a full load of Energy Cells with a Quad Damage Rune or two to spare, consider beginning a mission by going quad, and just see how far you can blast into the level before time runs out. It's not always wise, but often you can put a major dent in a mission this way, expending relatively little ammo. The smallest burst you can manage in Quad mode tears a guard in half, and even the toughest monsters settle into meaty little piles after a couple seconds under the gun.



To Your Health

Of course, *Quake II* comes complete with plenty of power-ups to keep the hero's health in the pink. The Adrenaline packs, which look much like the Stimpacks, are some of the most valuable finds in the game. A shot of Adrenaline permanently increases the upper limit of your health total by a couple of points: Not such a big deal at first, but, late in the game, having a maximum health of 120 or 130 can give you a significant edge. Also, notice that Megahealth is the only power-up that won't fit in your Inventory.

Railgun

Without a doubt, this weapon will make mouse converts out of the most dedicated keyboard controllers. The Railgun fires a single slug at an incredibly high rate of speed: For all practical purposes, you needn't lead any target, even at the longest ranges. Because there's nothing appreciable in the way of blast-radius damage from the Railgun, however, using it requires that you score a direct hit. That's where the mouse comes into play. If you're using the keyboard, you'll be tap-tapping either X or Y axis controls to try and make your aim precise. If the monster is holding still (that is, with its back to you), no big deal. However, that won't happen often. With the mouse, putting the crosshairs on the target is simply a matter of point and click.

BFG 10K

The Big Freakin' Gun is alive and well and living in *Quake II*, and that's a good thing. Maybe it's more of a nostalgia trip than anything else, but exploding a room full of alien scum with one titanic green blast just kind of warms our happy hearts. Even when the BFG10K doesn't do the job on everyone outright, it weakens considerably even the hardiest monsters considerably, allowing you to mop up with something of a lesser caliber, perhaps the Double-Barrel Shotgun or the Machine Gun. And the price is only 50 Energy Cells per blast: Sometimes, that's more economical, especially in terms of the damage you yourself might sustain, than trading potshots with a group of lesser foes.



The Alien Menace

The Stroggs are a nasty lot, rude and violent every time you run into them. Knowing what you're up against beforehand, and which weapons seem to do best to reduce them to little smoldering chunks, makes the game that much more enjoyable.

Here they are, then. Again, roughly in order of appearance. Realize that combinations of monsters or certain instances of diabolical positioning can require situational analysis, and you'll find insight in the walkthrough.

Light Guard/Shotgun Guard

The common guard of *Quake II* is an infantryman in the wrong place at the wrong time. Use your Blaster early in the game, and, after that, your Shotgun to put them out of their misery.

Machine Gun Guard

The machine gun-toting variety of guard is a bit more serious a foe, but still nothing to be overly concerned about. Grab a Shotgun, or perhaps a Machine Gun of your own, if the enemy shows up in considerable numbers.

Armor Types and Tips

The designations are Flak Jacket, Combat Armor, and Body Armor, in ascending order of protection. Treasure every shiny suit of Body Armor. There aren't many.

Enforcer

The stockier version of the guard sports a Chaingun attack that can be serious trouble. You can fight single Enforcers at close range using the Double-Barrel Shotgun, but Enforcers in groups or as part of a group of guards almost always require liberal application of your own Machine Gun. Also: Don't overlook the Grenade or Rocket Launcher when it comes to crashing the largest parties.

Parasite



These little suckers are a real pain, as they affix themselves to your body with a hideous, long tongue and slurp the life out of you. Not good. The range with which they can attach their tongue is (gross) amazing, so you must take care of the Parasite quickly, or start looking for Health. They're fast and not particularly easy to kill, so we usually opted for the Machine Gun, hopefully keeping the Parasite disoriented enough to keep its tongue in its face, and out of ours.

Berserker



The Berserker is a quick mechanized menace without a distance attack, meaning all you have to do to stay alive is keep out of reach. You can handle single Berserkers or groups of Berserkers in relatively open spaces effectively with the Double-Barrel Shotgun. You'll find that, before a Berserker lands a punch, it takes a considerable wind-up. While it's telegraphing the blow, you should be emptying both barrels at point-blank range. When it skips backward from the blast, take a step backward yourself as the chambers refill. Rinse and repeat.

Gunner

Akin to the Berserker, the Gunner is a far more serious threat. It has both a Machine Gun and a Grenade Launcher with which to deal damage. Of the two, of course, the Machine Gun is the least of your worries, because you usually can find some quick cover. When the Grenades start flying, it's much harder to find a safe haven. Deal with Gunners harshly: Chaingun, Rocket Launcher, Grenade Launcher...perhaps even Hyperblaster. Standing your ground is rarely advisable, but you may realize, if you're particularly brave, that it's possible to rush a Gunner and get beneath the effective arc of its Grenades. For whatever reason, Gunners have a hard time adjusting their Grenade arc in mid-volley: If they start throwing at you and you close the gap, that volley of Grenades will (almost always) continue flying past your head to the initial targeting solution. Closing the gap isn't for the faint of heart, but it can work in a pinch.

Flyer

The Flyer is the first and most common of *Quake II*'s levitating foes, and would be little more than a nuisance if it wasn't always showing up in groups of three and four. Reach for the Machine Gun to take care of packs from long range, and the single-barrel Shotgun (usually preferable against Flyers because of its refill time) when they close the gap.

Technician

The Technician is another levitating monster, but it deals considerably more damage than the Flyer, and it takes quite a bit more punishment to send it packing. We tended to like Rockets against the Technician as long as we had a decent shot, and either Machine Gun or Chaingun if it seemed like the

fight would be at close quarters. Late in the game, when Technicians began appearing in substantial numbers, the Railgun proved an effective tool for taking them out quickly.

Barracuda Shark

Quake II's lone aquatic threat, the Barracuda Shark is a little slower on the attack than the average Rotfish, but takes a good deal of damage before going belly-up. It's preferable to get out of the water and shoot them from the shore. Remember, they're not very fast. If you must fight them in their environment, opt for the Double-Barrel Shotgun.

Gladiator

The lumbering Gladiator is a fearsome construct, sporting a shoulder-mounted Railgun with which it deals huge chunks of damage. Solo Gladiators are easy fodder for the Double-Barrel Shotgun, as you can close the gap, and the Gladiator will work on trying to pinch you with its massive claw. As long as you're close, it will keep trying to claw you while you hammer away with the DBS. At long range, opt for your own Railgun, or perhaps the Rocket Launcher. The trick is to fire quickly, so you must be proficient enough to target, pull the trigger, and sidestep in the second or so it takes the Gladiator to line you up for a Railgun shot. If that's too demanding, go for the Rocket Launcher; even a miss is likely to score some blast-radius damage. Finally, consider softening up two or more with the BFG. It might not kill them, but one good Rocket shot after that usually does the trick.



Icarus

The toughest of the flying monsters, the Icarus is swift and maneuverable, and packs quite a wallop with its wing-mounted lasers. The Chaingun or Hyperblaster works particularly well against it, because you can find the target and then keep the Icarus in your sights as it tries to evade. Rockets are generally too slow to hit it consistently.

Brains

Slow, shambling abominations, Brains are only dangerous if they get close to you, when their repulsive, life-stealing tentacles unfurl from their torso and start stealing life. They also come equipped with a minor force field, akin to the Energy Armor you can find in the game. Slip around behind them and cut loose with the trusty Double-Barrel Shotgun.

Medic

Medics in *Quake II* are few and far between, but, left unchecked, they can cause major frustration. A Medic will actually raise murdered monsters from the dead if it has the opportunity. So don't give him the opportunity. You'll know the Medic by the large blue Blaster his hand can fire at a very high rate of speed. Take the Medic out quickly—Rocket Launcher, Chaingun, or Hyperblaster—and, when you encounter one in a level, make a point of decimating your kills. Even the Medic can't put all those little pieces back together again.



Iron Maiden

The Maiden tends to be fairly immobile, especially during her—relatively slow—Rocket attack. As long as you have something to hide behind, you can usually get off some good shots of your own and still have plenty of time to duck hers.

Mutant

Friend of the Fiend, the Mutant is a frightfully fast freak of nature with razor-sharp claws. Try to soften them up from a distance, or be ready with a serious weapon when they close the gap. Chaingun or Hyperblaster here, almost exclusively.

Tank/Tank Commander

The big badass of *Quake II*, the Tank and Tank Commander are engines of destruction. Easily their most damaging attack is a rapid salvo of Rockets, but the Tank also has Machine Gun and Laser at his disposal. As long as you're not cornered, you should have ample time to let loose with a Railgun slug, and then duck for cover as the Rockets are incoming. A Tank or Tank Commander is about the best reason you'll ever have to use a Quad Damage Rune. If you decide to pull that big trigger, consider the BFG for openers, and a lesser weapon to finish the job and mop up any minor monsters in the vicinity.



A black and white photograph of a stone wall. The wall is composed of rectangular stones with a rough, textured surface. The text "CHAPTER THREE" is carved into the center of the wall in a bold, stylized, serif font. The letters are white, creating a strong contrast against the dark, textured background of the stone.

CHAPTER
THREE

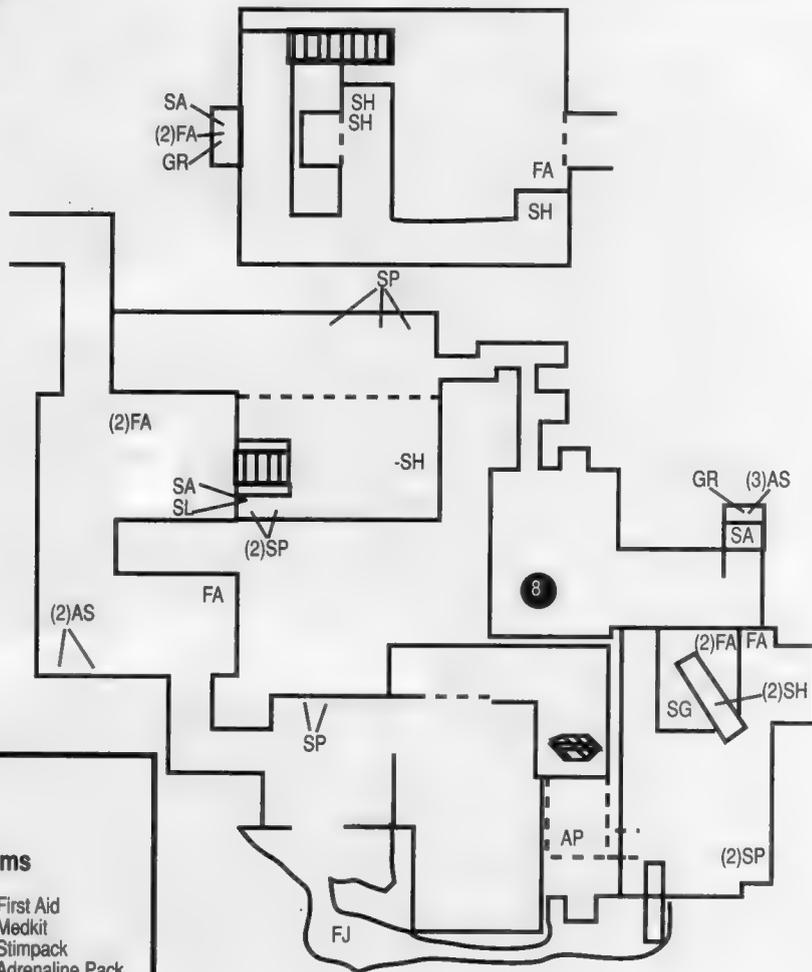


Maps

&

Walkthrough

Outer Base



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Hub 1: Outer Base

Outer Base

Objective: Establish a communication link to the Command Ship.

Secondary Objective: Locate base installation elevator.

Secrets: 3

Enemies: 19

1. From your initial position, head toward the two explosive barrels in front of you and turn left. Head down the ramp and gather the two Stimpacks. In the lower area are two exits, one that leads through a blasted hole in the wall on the left and one that goes straight through a destroyed door. Head through the hole in the wall, and crouch down to pick up the Flak Jacket. Follow the passage until it opens up into a larger area. Be careful: A Light Guard hides in darkness to your left. Once you've dealt with him, proceed up the fallen beam to a new room.

2. You enter this room on the upper level. Two Stimpacks lie to your right, and another Light Guard approaches from the left, where he covered near some Health. Once you have these, drop down to the lower level, where you'll find two Light Guards protecting a Shotgun and Shells. After killing the guards, check behind the boxes for a crack in the floor. Push an explosive barrel near the fissure and detonate it to access the area below.



3. Crouch in the crawl space and follow the row of lights on the wall to a watery area. Drop in and submerge, swimming forward to the opening to the Secret Area above. On the ledge sit grenades and Armor Shards.

4. From the Secret Area, return to the crawl space and use your Blaster to illuminate a small tunnel in the far corner, on the wall opposite the row of lights. Follow that to a room with Adrenaline, and then use the ladder to return to near where the mission began.

5. Exploring through the hallway near the hole in the wall (at 2), a couple of Light Guards await some justice. Follow the corridor around to the right, ready for more Light Guard trouble as you advance into the outer area. Check behind the boxes for more Shells, and then under the staircase to locate a Secret Area. To get the Stimpacks from the ledge, you'll have to jump from the window in the long hallway. (The watery passage leads to the area where you discovered the mission's first Secret Area.)

6. Head through the doorway leading outside and descend the stairs. Turn right to discover a crawl space beneath and a secret Silencer.



7. Follow the long corridor past the window. A Light Guard sentry waits to be relieved from his post. Open the door cautiously, mindful that stray shots in the large room beyond may attract unwanted attention from the lurking host of Enforcers.

8. Enter this large chamber; some Health lies to your left. Take care of several Enforcers here. Two boxes of Shells lie directly opposite the door you entered, with a staircase to the right of them. Don't head up the stairs yet. Instead, go left, wary of waiting Enforcers. Circle right, eyeing the ceiling to discover an orange switch. Shoot it.

9. When you shoot the ceiling switch, a wall opens to your right, revealing a small cache of two Health boxes and some grenades. This counts as a Secret Area.

10. Climb the stairs to polish off the last of the Enforcers, and don't overlook the Shells in your haste to take the elevator to the next level.



Installation

Primary Objective: Establish communication link to command ship.

Secondary Objective: Use sewer tunnels to gain access to the Comm Center.

Secrets: 2

Enemies: 50

1. Open the elevator door and cautiously step out, killing the four Light Guards protecting this area. If they happen to walk near the barrels, shoot the barrels to blow them up without wasting much ammo. After dispatching the ground-level guards, pick off the three overhead snipers. Then you can safely pick up the two Health boxes, three Armor Shards, and two boxes of Shells. Now proceed up the stairs.
2. In the hallway two Stimpacks sit against the right wall. When you cross the floor stripe, an Enforcer appears, so consider using the boxes for quick cover. Continue down the hallway to a box of Health against the far wall, but don't let that distract you from trouble to your left.
3. As you enter the next area, several Machine Gun Guards will attack. Secure the area, again using the boxes for cover. Once you're confident no one will sneak up on you, move to the left wall and press the button to open a small area containing a Machine Gun and two boxes of Bullets.



4. Proceed cautiously into the next room, where you'll find more guards and an Enforcer on defensive duty. Expect Blaster fire from the catwalks above. When the coast is clear, pick up the Bullets and Health lying around the perimeter of the room, and tangle with the Enforcer in the shadows to the right of the elevator. Head upstairs.

5. Exit the elevator and follow the path along the edge. Pass the open portal and find two Stimpacks; then continue to a guard-filled hallway. One of these scum will come at you from behind when you round the corner, out of a hidden room that holds more Flak Jacket. Continue on the upper walkway, collecting Health and Bullets, until you arrive at a small cubby holding three boxes of Bullets and two Armor Shards. Head back the way you came, through the open portal you bypassed near the elevator.

6. As you pass through the doorway, the hallway heads left toward a pair of Enforcers. Collect the three Stimpacks from the corner on the left and head into the open area, wary of any guards or Enforcers still in attendance.

7. Instead of leaping across the broken bridge, follow the stairs down to your right and kill another Light Guard. Continue down the stairs and enter the water. Look left of the large pipe entrance and you'll see another, smaller, opening. Follow the narrow path and take the first right. A wall on your right has a large crack.

8. In the watery area near the end of the mission, blast the crack in the wall to open a small chamber with a Shotgun inside. This counts as a Secret Area.

9. Head back the way you came, reemerging outside. Enter the large pipe opening and follow the corridor until it widens into a room holding two Light Guards and a sealed sewer juncture. Kill the guards, pick up the three Health boxes on the right, and push the button on the far wall. Jump into the opened pipe to find the next level.



Communication Center

Objective: Establish a communication link to the Command Ship.

Secondary Objective: Locate Communication Center.

Secrets: 2

Enemies: 48

1. You begin this level in a tube that opens into a large room. Within the room you'll find two boxes of Health and a stash of grenades beneath the water.
2. Dispose of the Light Guard down the hallway, and be careful when the hall turns left. It opens into a large room, at the center of which is a pool of water. On the opposite side of the room an Enforcer waits. You'll have to pick him off from long range without actually entering the room, otherwise you'll attract two Light Guards to your right. Expect a guard to come from the left when the ammo starts flying. Collect the Armor Shards and follow the narrow path past the closed door. You'll find three boxes of Bullets, a Rebreather, and, ultimately, two boxes of Shells and a Shotgun in a small room. When you've gathered the goodies, drop into the water and locate the hole in the floor. If you submerge facing the nearby wall and turn left, you'll be headed toward a passage that leads to a pair of Secret Areas. Be sure to get a good breath before you go diving; you can even use the Rebreather if necessary.
3. After dropping down the watery hole in the previous area, use your Blaster to illuminate the nearby passage. Follow it until you see an opening above you, and surface into a Secret Area. Near an elevator you'll find two boxes of Bullets and a Medkit.

4. The mission's second Secret Area is the elevator itself, which leads to the Lost Station secret level. (You won't get the "Secret Level" message—and credit for the discovery—until you step into the elevator. The walkthrough for Lost Station follows this mission, and it's up to you when you make the side trip. As long as you're in good Health with a decent supply of ammo, it's probably worth it to explore Lost Station now, and pick up the Double-Barrel Shotgun that awaits you there.)
5. Back near where you found the Rebreather, investigate the closed door. Open it, but don't enter the room. You'll see a hole in the floor wherein waits a Parasite. Not good. Consider lobbing a grenade into the hole, and be ready to whip out that Machine Gun and backpedal when the Parasite emerges. Scoop up some Health nearby if the little bugger sucks too much out of you. Continue to hug the left wall around the perimeter of the room and you'll draw out an Enforcer, followed by another Parasite hunkering in a bunker. Don't overlook the Shells near the stairs. Head up, mindful of Light Guards on patrol.
6. At the top of the stairs, turn right and follow the upper walkway around the room to discover three Stimpacks and a Quad Damage Rune. The Quad sits atop a crate, which you can reach by standing on a barrel or leaping from the other stack of boxes nearby. Grab the Machine Gun near the ramp, and head in that direction.
7. At the top of the ramp you'll find an Enforcer guarding a hallway. Expect more trouble to come and investigate the commotion: Take care not to venture too far into the hall until the battle dies down, or the Light Guards patrolling the walkway above the hall will pepper your backside. In the large room wait three boxes of Bullets and two Health boxes. You'll see an Environment Suit sitting atop two stacked crates, and you'll need to have it to get at the Adrenaline in the vat below (or, more precisely, to get back out of the vat). Unfortunately, you'll have to drop from above to claim the suit, so that will have to wait a few minutes. Head down the hallway.

8. Down the short hallway, drop the guard from a distance and look quickly to the right to hammer away at a trio of Machine Gun Guards. Once they've been taken care of, collect the Bullets, Shells, several Armor Shards and a box of Health. Head up the short wide staircase.

9. At the top of the stairs, you'll see a Light Guard patrolling a catwalk on the second level; ignore him and take out the Enforcer running left to right along the far wall. The Enforcer is heading for an alarm switch on the wall, and if he gets there he'll flip it and blow several boxes (and maybe even you) into bite-sized morsels.

10. Take the elevator up and drop any Light Guards still in attendance. Follow the path to where it overlooks the room with the large vat and the nearby Environment Suit. Now's the time: Simply run and jump off the ledge and land on the suit. Activate it, and jump into the vat to claim the Adrenaline. To get out of the hole, press the button, the hole begins filling with green liquid. As long as your Environment Suit is activated you have nothing to worry about, just make sure you swim to the surface and exit the vat before your time expires. Backtrack to the walkway.

11. The path will open into a small room that leads left and right. On either side Light Guards defend two boxes of Bullets to the left. Farther down the passage, beware of the Enforcer stationed in a small cubby to your left, protecting a box of Health and Shells. Continue following the path until you see a pane of glass on your right. When you round that corner, the wall blows open behind you, and a Parasite attacks from that direction while another appears and tries to keep your attention forward. Retreat back down the hallway and machine-gun them (and their Light Guard buddy) into submission. Pass by the glass and follow the passage through a room with two Health. The door beyond opens into the room with the large window. You should find that this avenue makes a better strategic vantage point.



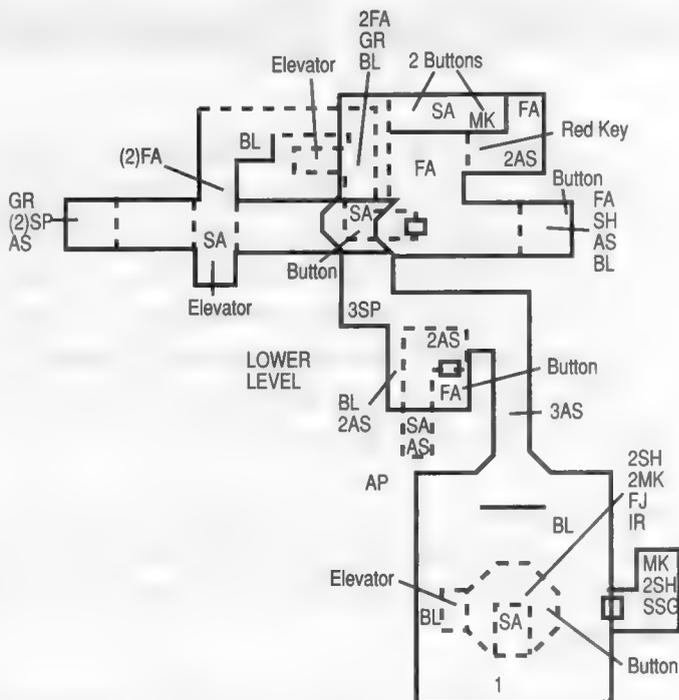
12. Inside the room, one Berserker has his back to you, so draw the other foes into the corridor without alerting him. Try bouncing a grenade into that short hallway outside the door, and/or raking the bad guys with Machine Gun fire. The remaining lone Berserker near the control panel tends to spin and lob grenades that fall harmlessly in front of you as long as you can step back into the hallway. Before he figures out that his tosses are coming up short, you should be able to take him down a notch or three. Press up against the console where the Berserker was standing to produce the Blue Key; it ascends on a small platform to the right of the console. When you claim the prize, you can expect another pair of Berserkers to appear in the corridor outside the window. Beat feet back through the entry door before they start filling the room with grenades, and keep moving in the hallway, retreating as they advance, to get your shots in while avoiding theirs.

13. Backtrack to the open area where you dropped the trio of Machine Gun guards earlier, wary of another Berserker lurking near that alarm switch below. Of course, if you can lure him into the center of the room, you can turn the exploding boxes to your advantage. A flock of Flyers now inhabit the room where the trio of Machine Gun Guards waited earlier; you must deal with them with before you can safely approach the Blue Key door. An Enforcer and several Light Guards protect the hallway beyond the door. Once you've dispatched them properly, proceed down the hallway and take the open portal to your left. In this large room you'll find two more Light Guards, as well as a Berserker flipping grenades from the ledge above. Take care of the guards first, and then return to chip away at the freak with the serious height advantage, using the hallway whenever he begins pumping out explosive shells. When you've won the battle, crawl into the open barrel and collect the grenades, as well as the Bullets and Health nearby. Ride the lift up and revisit the Installation to finish up *Quake II's* first hub. Of course, if you haven't made that side trip to the Secret Level—Lost Station—yet, do that before advancing to Hub Two.

Installation (Revisited)

1. You emerge into a large room with a lever directly ahead. Before dealing with the lever you'll want to blast the Enforcer you can see through the window. Then look right to dispatch a Light Guard on the walkway in the same room. Another Light Guard will enter from the left as you stand facing the switch: Take care not to hit the barrel nearby during the battle, or the Medkit is, sadly, out of reach. Throwing the switch lowers a walkway in the adjacent room, which you reach by venturing back to the outer area near the busted bridge. The switch also opens the exit.
2. Through the open door, deal with the Enforcer and gather the Health. In the outer area three more Flyers await you, and a pair of Light Guards will attack from behind if you venture too far into the open to blast at the airborne enemies.
3. Follow the winding passage into the drawbridge room and collect the Shells and Stimpacks placed here and there throughout the room. Head through the door on the opposite side of the room.
4. You'll find two boxes of Bullets on your left inside the door, and Light Guards and Berserkers in abundance coming from the opposite direction. There's also a Quad Damage Rune nearby, so you can consider using the first one you found if you haven't already. When the chunks have stopped spinning, navigate the perimeter of the room and pick up the Stimpacks, Shells, and that Quad (atop a crate). Eventually, you'll see a flight of descending stairs.
5. Below, search for an alcove where the Double-Barrel Shotgun waits, and be ready to defend yourself vigorously against the horde of Light Guards that arrive when you lay hands on the prize. Check your Field Computer for an update, and head back upstairs with caution if you don't have the maximum kills yet, wary of the stragglers. The elevator nearby takes you to the second hub.

Last Station



Map Key

Weapons and Ammo

- SG Shotgun
- SSG Super Shotgun
- MG Machine Gun
- GL Grenade Launcher
- RL Rocket Launcher
- HP Hyperblaster
- RG Railgun
- BFG BFG10K
- SH Shells
- BL Bullets
- GR Grenades
- RK Rockets
- AP Ammo Pack
- CL Cell
- CG Chaingun
- SL Slug

Health Items

- FA First Aid
- MK Medkit
- SP Stimpack
- AP Adrenaline Pack
- MH Mega Health

Armor

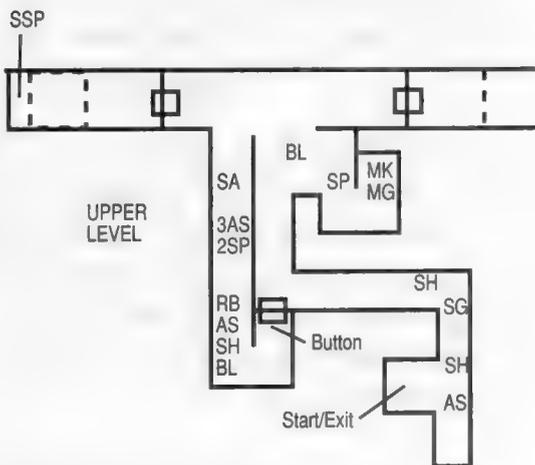
- AS Armor Shards
- FJ Flak Jacket
- CS Combat Suit
- BA Body Armor

Points of Interest*

- SA Secret Area
- * See Walkthrough for Details

Other Items

- QDR Quad Damage Rune
- ES Environment Suit
- IR Invulnerability Rune
- RB Rebreather



Lost Station

Primary Objective: None

Secondary Objective: Locate powerful weapon.

Secrets: 6

Enemies: 63

1. Exit the lift and clear the hallway of goodies—a single Armor Shard and a bunch of Shells. Look left when you've reached the stacked crates with the Shotgun on top, and drop the pair of Light Guards in the connecting passage. Don't overlook the well-hidden box of Health behind the crates. Farther down the hall, you'll come to a door you can't open on your left and a door you can on the right.
2. Through the right-hand door, you'll enter a small chamber where two Enforcers lurk around the corner to the right. If you press up against the wall near the Stimpak, they generally present easy targets as they stroll around the corner. Collect the Bullets, and check the Enforcers' area for a Machine Gun and a Medkit. A sneaky Secret Area hides among the boxes.
3. Hop onto the stack of crates left of the Machine Gun. On the top crate, turn right and jump across to the opposing pile of crates. Turn right as you face the wall and drop down behind the small boxes to discover a Silencer.



4. Before you climb onto the shuttle that passes the landing, drop into the water and swim beneath the surface to the left. Up the stairway, you'll find a short hallway containing Armor Shards, a Rebreather, Stimpacks, Shells, and Bullets. The wall button opens the nearby door, which you passed moments ago in the hall outside. Be ready to fall back and defend against the Parasite suddenly patrolling that hall, and then make your way back to the landing and the shuttle ride.



5. If you kill time on the landing—**swatting flies?**—eventually a shuttle pod arrives with a Health aboard. Hop onto the shuttle and move to the front of the car, standing on the ledge slightly left of center as the car descends the shaft. If you don't stand slightly left, you'll take some damage getting into the next area. Press up against the wall as the car descends, and you'll step onto a ledge with five Stimpacks. Wait for another car to pass—give it a few seconds to get out of your way—and then hop into the water below, ready to hammer away at the resident school of Barracuda Sharks. Collect the Armor Shard, grenades, and Stimpacks from the pool, and ride the lift up.

6. The lift leaves you in a small passage—a Secret Area of tactical significance, because it allows you to get the drop on the enemies waiting for the pod car at the landing nearby. Whip out that Machine Gun and dispose of the Light Guard awaiting your furtive arrival, and be ready for the Parasite following hot on his heels. Farther down the passage—past the barred window where you can see the pod tram car arriving—an Enforcer waits with his back to you. Bad move. Collect the Bullets, and wade into the water.

7. In the pool, collect the generous amounts of Health, and deal with the Barracuda Shark. The wall button opens up one end of the passageway, but another on the opposite side doesn't require that you hold your breath. Ride the nearby elevator up.

8. Up the lift, find more Health, grenades, and Bullets. When you go near the angular wall section, it opens; you're on a ledge overlooking the tram car landing. If you keep back from the edge, you should be able to deal first with the guards directly across the way, and then turn your attention to the Enforcers patrolling below.

9. When the coast is clear, hop down to the top of the box below, claiming the Health on impact. In the water, to the left, wait more Health and ammo, and more of those frisky fish. The wall button—one you must shoot—opens the same section of wall the push button would have opened from the other side. When you're finished trying to figure out what the hell else they do, head through the door on the tram car landing.

10. Rid the inner stairway of the Light Guard brigade, and pause as you ascend to pivot and discover a switch above the passage. Shooting it elevates the stair section, and allows you to reach the area where the Red Key spins atop a pedestal. You might as well get it now. If you shoot the switch and step quickly below it—before the section of passage has a chance to reconfigure and lift you up—you'll discover a Secret Area.

11. Shoot the switch above the stairs, and, before the section rises to lead you to the Red Key, step beneath the switch into the hallway near the door. Turn around, and you can walk beneath the elevated section to claim a Medkit. The switch there reopens the area to let you out.

12. Through the door at the top of the stairs—where the Stimpacks wait outside—hammer the Enforcer and the Light Guard waiting to welcome you. Then look up and to the right as you enter: Two more Enforcers patrol a ledge. If you move too far to your left as you fight them, the door on the opposite end of the short area will open, and you'll have to contend with the Light Guard waiting inside, as well. If the Enforcers on the ledge pain you unreasonably, you can bypass them for now—you're headed in their direction—and charge through the door opposite the one you entered through.

13. Through the doorway, look left and pepper the hall with Machine Gun fire, disposing of several Light Guards and another Enforcer. The ledge you saw from outside lies through the opening on your right, so expect more trouble if you left either of the two Enforcers there warmer than room temperature. Gather the Bullets from their ledge, and notice the wall switch to shoot at that level.

14. When you shoot the switch high on the wall across from the Enforcers' ledge, a section of wall opens below and to the left. You must hurry in and out of that area, or the Lasers mounted on the wall nearby will get in a few cheap shots. Below, in the water, lie Armor Shards and Adrenaline, as well as a lift to return you to the passage above. Watch out for the Lasers when you grab up the two Armor Shards in that upper hallway!

15. Through the door into the cavernous area, the path splits into left and right sections—as should the patrolling Enforcer. Duck into the large cave and then retreat to the hallway, the better to draw out a Light Guard or two and, more importantly, at least one of the Flyers. You may find that it's easier to drop onto the narrow ledge to the right of the entry door and exchange fire with the remaining enemies from that position. Concentrate initially on the Enforcers atop the structure, and then hop down to the water-level islands to deal with the Light Guards in that area. Collect the Health and Bullets (beneath the water) and pause to raid the mission's final Secret Area before riding the lift up to the top of the structure.

16. As you stand facing the lift that helps you to the top of the central structure, hop in the water and swim around to the right side. Shoot the wall, hammer the Barracuda Sharks within, and claim the two boxes of Shells. Now surface to discover a small chamber with two Medkits, Flak Jacket, and an Invulnerability Rune. Playing at the hardest difficulty level, this rune is a far more valuable find than the coveted "Powerful Weapon" touted as the mission's top prize.

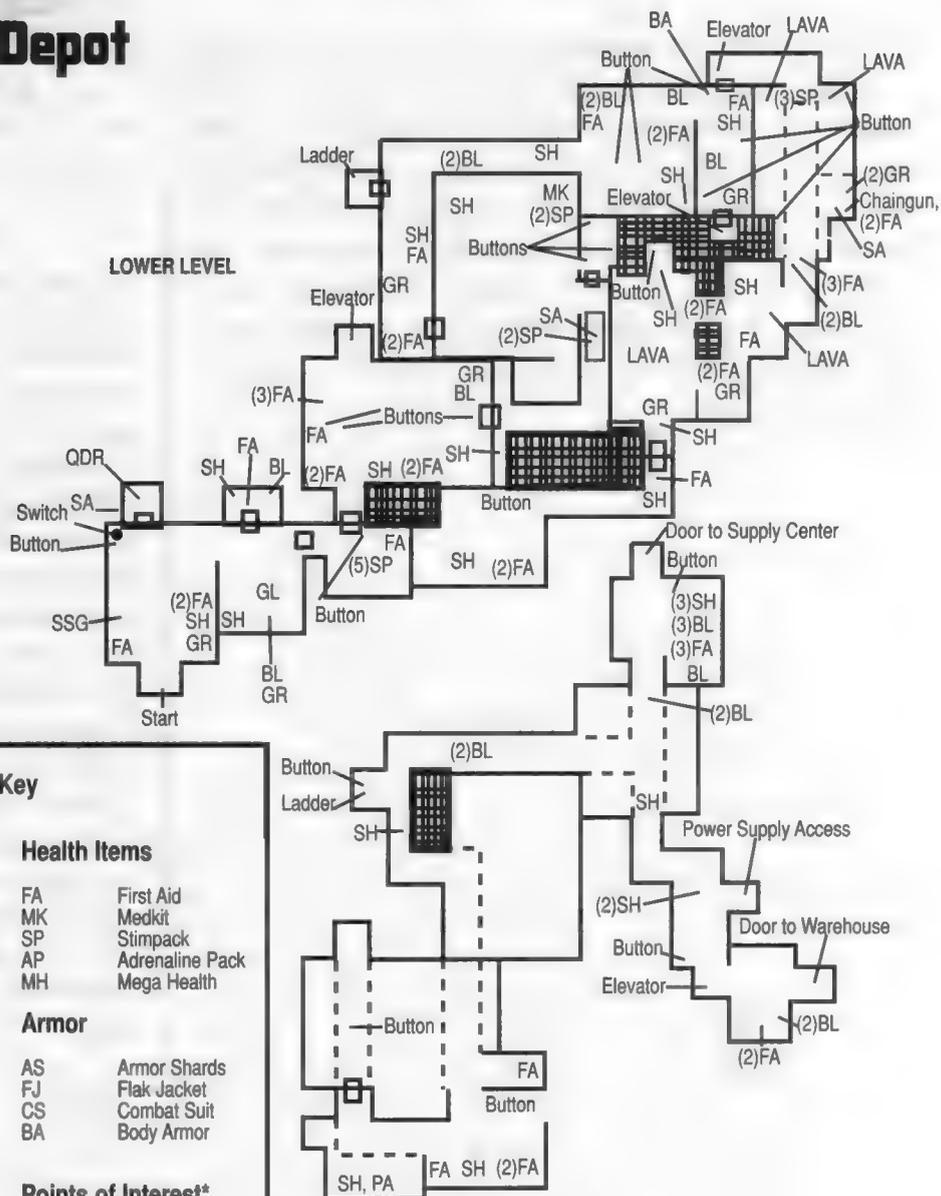
17. At the top of the structure you'll find a console. Simply move into the console to use your Red Key and lower the ramp to the door. The two Enforcers inside guard Health, Shells, and the Double-Barrel Shotgun—cool if you decided to try this mission before finishing up back at the Installation. If you've already had your way with the rest of the hub, of course, the DBS is already in your Inventory. Again, don't overlook the Invulnerability Rune in the nearby Secret Area. That's easily this little adventure's big-ticket item.

NOTE

On your way back out of the Lost Station, you've got plenty of combat in store, as you'll notice when you check the kill count on your Field Computer. Beginning with a trio of Flyers in the cavern area, you'll meet resistance at every turn, as Enforcers and Light Guards seek to hinder your escape, with the occasional Flyer thrown in for variety. Don't forget to revisit Secret Areas if you left stuff behind on the initial path: Close to a third of this mission's combat remains after you've been beyond the Red Key door, and you don't want to stagger into the final areas of the hub with little more than lint in your pocket.



Ammo Depot



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Hub 2: Warehouse Ammo Depot

Primary Mission Objective: Destroy Strogg Logistical Train.

Secondary Objective: Find entrance to Supply Station.

Secrets: 3

Enemies: 71

1. From the elevator you emerge into a large open room loaded with Health crates on either side. As you enter the room a Machine Gun Guard will appear the far end, so make sure you take care of him before taking the time to collect the items you want. Once you've collected the Health, jump to the crate at the end of the room on the left. The crate actually rests on the lower section of the room, so jump onto it and kill the lone Machine Gun Guard prowling the lower area from there. You'll find a Super Shotgun and grenades in this lower area. Press one of the two wall buttons to lower a ramp to ascend back to the upper floor and continue through the door on the right side of the room.

Before returning to the upper level, shoot the switch on the ceiling above the stack of crates in the corner. This opens a wall near the narrow lift. It contains a Quad Damage Rune. This is the first SecretArea.

2. This large, square room is choked with crates on your right side. Venture into the crated area and quickly turn around: A portion of the wall raises behind you, revealing two Enforcers. Take care of the Enforcers and collect the Health and ammo boxes in the small room. Return to the crated area and pick up the items you need, saving the button on the right for last. When you press it, a door opposite the one you entered through opens and several guards will rush in, so be prepared.

3. Venturing through the newly opened door reveals another square room with a door on the left and many crates stacked to the right. In front of the crates is a line of five Stimpacks. Follow this line to the wall and turn left to reveal a well-hidden Health crate. Collect the items and venture through the door on the left side of the room.

4. As soon as you open the door, two Light Guards will rush you, so shoot quick. Step cautiously into the room and turn to the right quickly; two guards stroll along a catwalk high above and to the right. Kill him before exploring this room. There are four boxes of Health along the left side of this room. The right side drops to a lower level. Drop to the lower level and kill the three roaming Machine Gunner Guards before exploring the area for items. You'll find grenades, shells and Health here. Press the wall buttons and return to the upper level, crossing over to the far end, where you'll find a platform. Hop on the platform and ride it to the top. Press the button in the middle of the ramp to extend a bridge on the level beneath you. When the bridge extends fully, simply drop down to the platform and go through the newly accessible door.

5. As soon as you open the door two Berserker will be there to greet you, so keep on your toes and deal with him quickly. When the coast is clear, venture in, taking both right and left passageways to collect the items there, including Shells and Bullets. Return to the central path and proceed along it, collecting the generous number of Stimpacks along the way. As you wind your way down the hall, you'll come to a translucent door you can't open—yet. Quickly spin left and take care of the two rushing guards. Peering skyward will reveal a catwalk high overhead with two guards roaming across, taking potshots at you. Aim for the barrels and blow them up. As you step into the large room, an Enforcer and a Berserker will appear to your left, so be careful. After you kill the Enforcer, the coast is relatively clear. Step farther into the room and turn around, toward the translucent door. A small room behind that door has an orange symbol on it. Shoot the symbol to open the door and venture in, taking care to kill the Enforcer on the right side of the door. There are two buttons in this room. The first one on your left blasts open a door in the larger room, and the remaining button opens a route to a Secret Area now revealed just outside this small room.

6. You'll find Shells, Stimpack, and Health in this Secret Area, along with an Enforcer.

7. Return to the large room, checking all the corners for useful items, and then proceed through the blasted doorway at the far end. A lone guard protects this small room, where two boxes of Health sit. Go through the closed doorway on your right, emerging into a long corridor of stacked crates on the left. Take special care going through this corridor, as a lone guard hides behind one. To take care of this guard, hop on the first set of crates to your left and blast him from above. A door lies at the far end of the room, on the right. Lure the Berserker behind it into the corridor you're standing in and use the crates for protection while you take him out. Notice that a portion of the wall on the left of the corridor has lifted to reveal a ladder, a box of Health, and a Berserker. Don't worry about the ladder just yet. You'll use that later. For now, proceed into the new corridor, where another lone guard sits behind the second set of crates on your left.

8. As you open the door at the far end of the corridor, a Berserker will rush you, so prepare for the attack. You'll now enter a large room with a catwalk above and a lower level to your left. First, kill the guards patrolling the upper level. Head into the room and turn left, where some Armor rests atop a crate. Before getting it, look down into the lower level and kill the guard and two Berserkers roaming there. Now you can get the Armor and drop down to the lower level, where ammo and Health await you. Go through the door there when you're ready.

9. The door leads into a small room containing a Health box. A passage leads to your right and ends in a door. Go through this door and ride the elevator to the top, which opens into a large room with two guards. There are two small holes in the floor here, one on each side of a console with a button. Press the button to drop two crates, one of which will hit the clueless Berserker standing guard. When he's dead, drop into the hole onto a crate to acquire the grenades, Health, and ammo found there. After that, drop down another hole and ride the elevator back to the site of the original two floor holes, this time progressing down the room toward the door at the far end. It leads to an elevator. Ride the elevator down, and when it stops, prepare to fire off a quick shot at a rushing guard.



10. You're now in a large room where a bridge extends over a pool of molten lava. Two guards will attempt to kill you when you enter. Another guard up on a catwalk will take potshots at you if you're unaware. Quickly dispatch them all, collect the Stimpacks and ammo in the room, and head over the bridge, where you'll find an onrushing Berserker. Backtrack along the length of the bridge, firing your gun, until the Berserker is dead. Head back over the bridge to two boxes of bullets. Turn right and drop down.

11. Several grenades and a box of Health lie in this Secret Area, next to a small hole in the floor. Drop down the hole and hop on the small platform at the end, riding it to the top and a room containing more Health boxes and, most importantly, a Chaingun. Carefully drop down onto the ramp (you'll take damage) and continue the way you originally headed.

12. You'll come to a ledge overlooking murky water choked with floating crates. From here you should pick off the guard on your right, the guard on your left, and the two Barracuda Sharks in the water. After taking care of the fish, drop into the water, hop on the rightmost stack of crates, and enter the small room, which holds a wall button. Press the button to open a door on the far side of the room. Now swim across and use the crates on your right to climb up toward the door. There are plenty of items in the water and near crates, so take time to explore and don't forget—breathe!

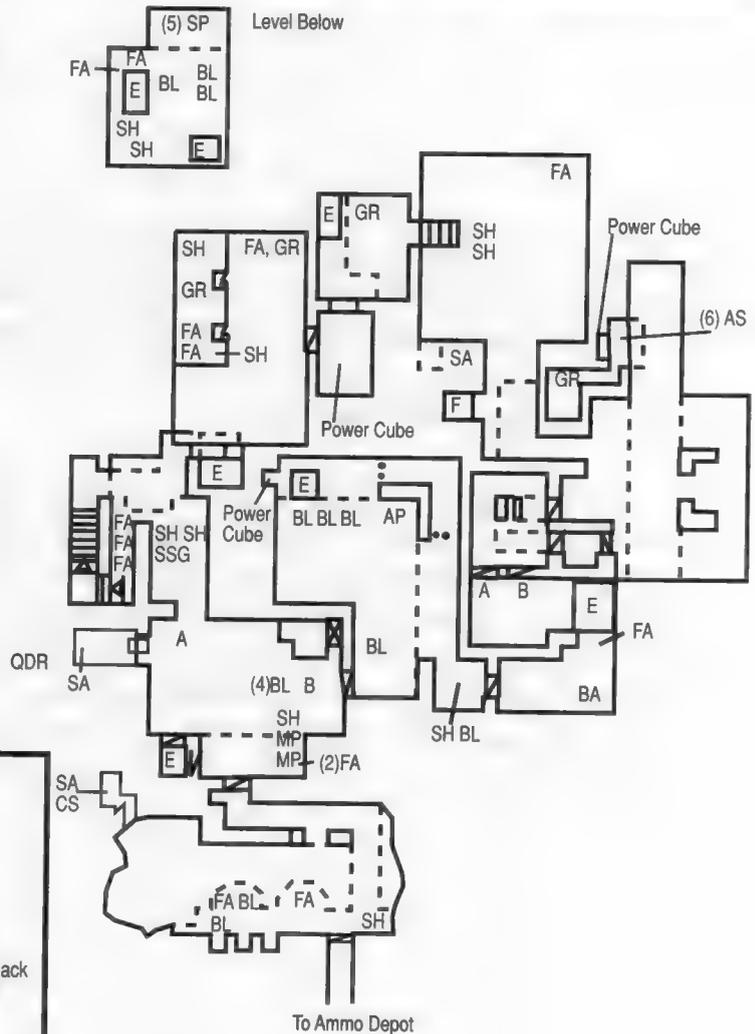
13. Navigate the hallway as it branches right and ride the elevator to the top of the room. Several guards will greet you, so be on the lookout. As you walk forward you'll see a small opening to the left. A Berserker stands in there; if you've managed not to disturb him, now would be a good time for a grenade. Otherwise, blast him until he's pushing up daisies. Take the first door on your right and walk across the catwalk toward the door at the far end.

14. You'll enter a small corridor, where a Berserker waits on the right side of the passage. You'll find a ladder on your left in a small room that's still unusable. Instead, head down the opening on your right. Eventually you'll find yourself on a catwalk that branches right and left. For now, take the left route. We'll come back here later.

15. You've entered a room with a ramp that slopes down ahead. Before descending, turn right and head to the crates. Close inspection will reveal one crate above a hole to the lower level. Shoot this crate to reveal the hole. Now lob a few grenades down the hole to kill the lurking Berserker. When you're sure he's dead, drop into the hole and stock up on ammo and Health. Press the wall button to turn off the laser beams, walk through, and you'll be at the bottom of the original ramp. Go through the doorway and you're off to a new level.



Supply Station



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Supply Station

Primary Objective: Destroy Strogg Logistical Train

Secondary Objective: Collect the four power cubes to restore power to the warehouse.

Secrets: 3

Enemies: 47

1. Be prepared for a fight the second this level loads: Two guards stand to your left and two more guards and a Berserker lie ahead, across the bridge. Take care of them, drop down to the lower level (you will take damage), and head to the far left side. Bump into the wall now on your right to reveal a Secret Area.
2. A nice suit of Combat Armor awaits you. Head out the way you came and skirt the left wall, riding the ramp to the top of the upper level. Turn left and follow the corridor.
3. Open the door to reveal a large chamber packed with crates. Across the room are two guards you can wipe out from afar. Then move to the button on your right and press it to drop a crate on the Berserker on the lower level. Drop to the lower level and quickly turn around: Two guards and a Berserker will rush you. Collect the ammo and Health on the floor and hop onto the crates on the right side of the room, triggering the button that gives access to the door on your left.
- 3a. After killing the enemies in this room, jump on the moving crate and crouch as it enters the hole in the wall. Inside is the second Secret Area with a Quad Damage Rune.
4. Two guards wait on the other side of the door, so open it carefully. This is a dangerous room. There are guards above you and to the right, and a Berserker around the first corner. Ahead, on the second level, two guards will attempt to snipe you. Explore the area. Pick up the Chaingun and turn around quickly to kill the Berserker running at you.

5. Ride the platform at the far left of the room to the second level, turn left, and pick up the Power Cube. This will deactivate the laser force field. Progress through the corridor after deactivating the laser.
6. Follow the path to a door that opens into a crated area. A Berserker hides behind a pile of crates to your left. You'll find Armor at the far end of the room. Ride the lift down and prepare to fight a Berserker.
7. Trigger the wall button. This starts a crate moving across the room. When the crate nears the far wall it will open a small portal you must follow to proceed. Drop onto the conveyor belt and move into the next room. Two Enforcers await you there, on the left. Hop over the tracks to the other side and kill the Berserker. Trigger the console button and continue moving right, where you'll find another button to press. A Power Cube will appear, disabling the tracks. Drop onto the tracks and head right. Press the switch under the tracks to lower a ladder directly ahead. Climb it and collect the Power Cube. Turn left and hop into the wall cubby. Follow the narrow passage to the grate and drop down to the lower level.
8. Climb the ladder to the next level and prepare to fight a Berserker and a guard. Proceed down the hall toward the large room of stacked crates and prepare for a big fight. Several Enforcers mingle with the crates. The near-left portion of this room has a small cubby that's a Secret Area containing a Megahealth. Press the button outside the secret area to extend a ramp and head down.
9. Two guards wait on the upper level to your left; make sure you take them out before exploring this room. Ride the platform on the left side to a lower level. A Berserker will rush you when you reach the bottom and a well-placed Enforcer will try to slaughter you from the second level ahead. After dispatching the enemies, explore the area and collect a few items. Then climb the ladder at the far end of the room to the upper level. Press the button you find to move some equipment on the lower level. Head back down and hitch a ride back to the upper level.

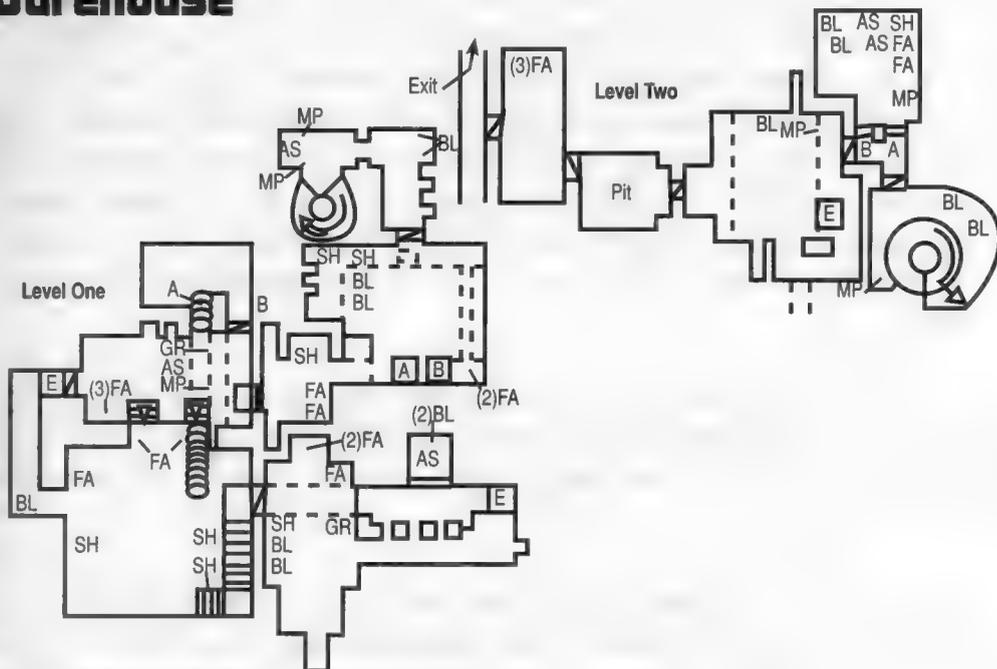
10. At the top, head through the door on your right and kill the waiting Enforcer. You'll find a Power Cube at the end of the room. Head through the door on your right into a very large chamber. Two guards here patrol atop some stacked crates. Climb the ladder to the crates and trigger the button on the left. Drop down and head through a newly opened door straight ahead of the button you just pressed. Ride the elevator to the top, prepared to kill the waiting guard. Wind through the passage, where yet one more guard is ready to pounce on you. Head down the stairs at the far end of the room and kill the waiting Berserker. You'll find some ammo and a Super Shotgun in this room.

11. Head through the door at the far end of the room and you'll see a familiar sight—the warehouse you entered at the beginning of this level. Now retrace your steps back to the beginning of this level and head to the previous level.

12. Head up the ramp, pass through the door, and go all the way down to the door marked "Warehouse." Open the door on your left to reveal a machine that requires a Power Cube. Simply jump in to place the Power Cube and activate the lift to your right. Ride it to the top, follow the path, and stop short of the open room ahead: A Berserker and guard are ready to pounce. After dealing with them, take the ramp down to exit this level.



Warehouse



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Warehouse

Primary Objective: Complete

Secondary Objective: Restore power to key warehouse components.

Secrets: 2

Enemies: 40

1. From your initial starting point on this level, head straight ahead and left, toward the dark area, to find some much-needed Health and ammo. Turn right and head down the dark corridor to another Power Cube door. Place the cube in the door to activate the lift on your left and restore power to the lights. Ride the lift up. Head down the long corridor toward the closed door in the distance and quickly turn around. A portion of the wall on the right has dropped to reveal a small room holding Health (two enforcers and a Berserker). Head back the way you were originally, and go through the closed door.

2. Head down the stairs on your left and prepare to fight two Enforcers and Parasite. Collect the few items lying around and go through the hallway at the far end of the room, riding the elevator to the lower level where two Parasites and Berserker eagerly await you. Plenty of Health, grenades, and Armor Shards lie around this room. Place a Power Cube at the left side of the room to trigger a platform on the right. Hop onto the platform and let it take you up.

3. Ride the conveyor belt down and prepare to fight two Enforcers, one on either side of you. Press both buttons on your right and take the ramp up. Head through the door into a new room. Look out: A Parasite sits to the right, and another to the left of the door. Head through the door at the far end of the room to a large, dark chamber. You'll see a crate suspended by a rope. Time your jump so you land on the crate, allowing you to pick off the Parasites and Enforcer on the lower level. Hop off the crate and place a

Power Cube in the wall to activate two orbiting platforms at the side of the room. Ride these platforms to the other side and take the conveyor belt to the upper level. Beware of the Berserker at the far left of your catwalk. Press the button at the far left to drop a crate off in front of the door. Shoot the object it leaves behind, blasting the door open.

4. A Berserker awaits you in this room. Head through the door on your left. Press the button on the left side of the corridor to extend a spiral staircase you should descend all the way to the bottom. Expect to battle a Parasite and two Enforcers there. Head through the door on the right side of this chamber.

To find the Secret Area shoot the first window on the spiral staircase. Behind the crates is a switch that you can shoot to open the first Secret Area. At the bottom of the stairs is the Secret Area with three First Aid Kits, one Adrenaline Pack, two Bullets, two grenades, two Shells, and a Flak Jacket.





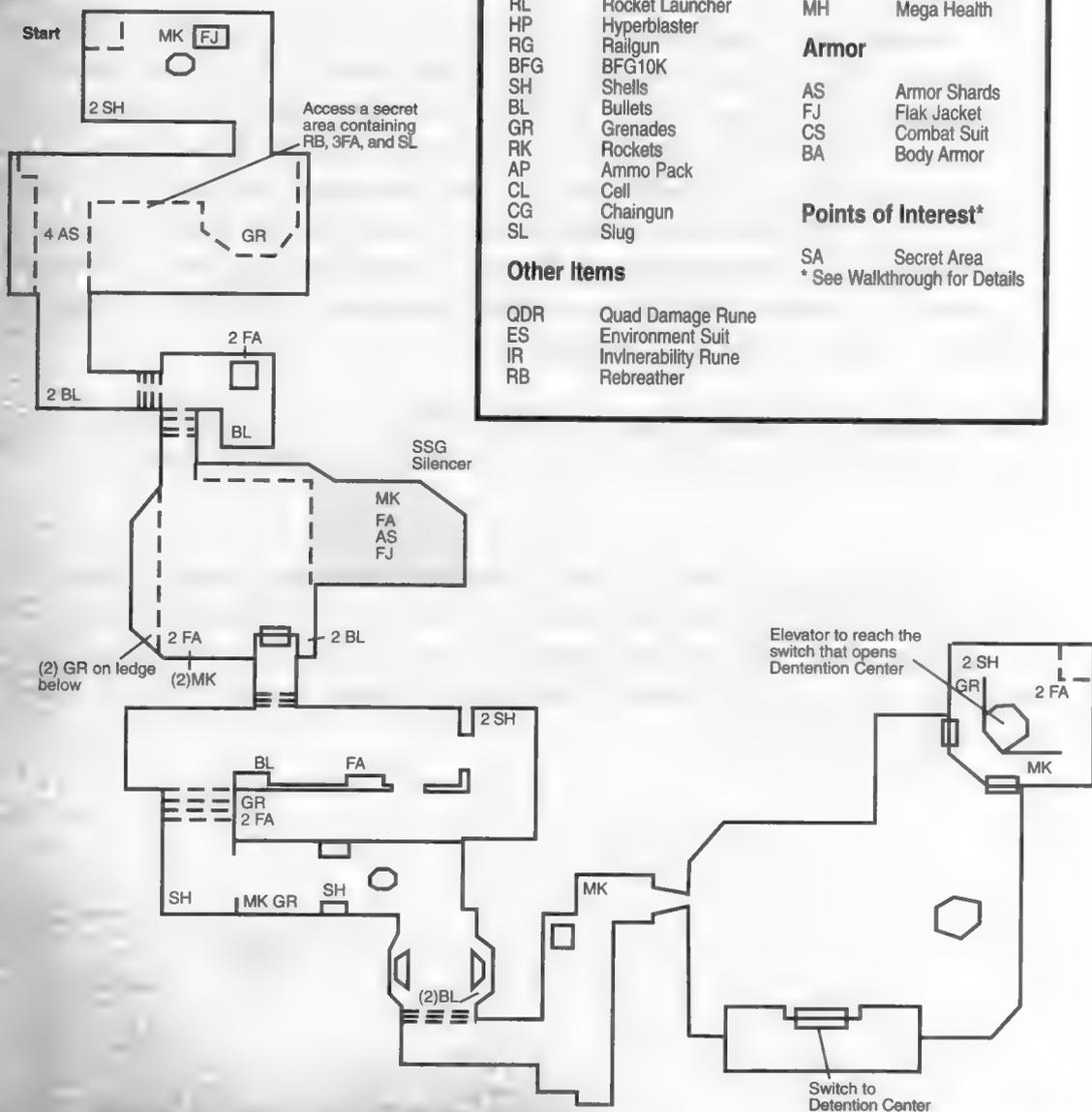
5. Go straight, to a room full of crates. A lethal Gladiator waits on the left side of this room, so now would be a good time to make sure your Health is maxed and that you have plenty of ammo for your favorite gun. Good luck! When your battle ends, press the green button toward the center of this chamber, push the computer terminal in the corner, and head down the hallway. Take out the Enforcer and the guards across the way before progressing further. Head left to the green button. Press it and return to the main chamber. You'll see two platforms scrolling across the room. Time your jump to land on one and ride it to the other side of the room.

After pushing the button, look up at the ceiling to find a switch. Shoot it to raise a ladder leading to the second Secret Area. You'll find a Quad Damage Rune.

6. Progress through the closed door and battle the waiting Enforcer. Press the button on the left side of the room to raise the door on the right. Head through the door, collect the Health boxes at the right side of the room, and then walk into the Exit button. When a crate passes by, hop onto the conveyor belt to end Hub 2.



Main Gate



Map Key

Weapons and Ammo

- SG Shotgun
- SSG Super Shotgun
- MG Machine Gun
- GL Grenade Launcher
- RL Rocket Launcher
- HP Hyperblaster
- RG Railgun
- BFG BFG10K
- SH Shells
- BL Bullets
- GR Grenades
- RK Rockets
- AP Ammo Pack
- CL Cell
- CG Chaingun
- SL Slug

Health Items

- FA First Aid
- MK Medkit
- SP Stimpack
- AP Adrenaline Pack
- MH Mega Health

Armor

- AS Armor Shards
- FJ Flak Jacket
- CS Combat Suit
- BA Body Armor

Points of Interest*

- SA Secret Area
- * See Walkthrough for Details

Other Items

- QDR Quad Damage Rune
- ES Environment Suit
- IR Invulnerability Rune
- RB Rebreather

Hub 3: Prison Main Gate

Primary Objective: Destroy the security grid protecting the industrial region.

Secondary Objective: Penetrate the outer jail defenses.

Secrets: 2

Enemies: 41

1. Before you go stampeding toward the Armor atop the crates, first kill the two Enforcers who lurk toward the right side of the room. Be careful not to shoot the barrel next to the crate, or you won't acquire the Armor. Head through the door and quickly jump into the water, turning to your right and following the right wall to uncover a Secret Area just above the water.

2. The Secret Area in this small passage contains a Rebreather and Health boxes.

Take the elevator at the end of the passage back to the starting point. Go through the door and instead of going off the edge, follow the path right and then left. A couple of Enforcers are past the sliding bars and to the left. From this room, kill the three Berserkers on the walkway just outside. On the walkway are three Flyers in front of the door at the other end. Through this door is the area with the Secret Area, as well as four Berserkers and four Enforcers. After heading through the doorway with the sliding lights on the side, hit the alarm switch in front of the stairs you just came down. This will open a hidden wall on your right where two Flyers will come out. Use the computers along the right wall to reach this Secret Area and find a Jacket Armor. Backtrack through the door across from the alarm and go right, off the edge into the water.

3. Enter the narrow water tunnel until you see a revolving fan submerged in the water. Surface to see a series of bars preventing you from progressing further. Prepare to battle a couple of Berserkers, one on each side. When the coast is clear, look hard and you'll notice a red rod in the other room. Shoot this rod until it explodes. This stops the fan. Now head back into the water and move past the blades.

4. You'll find Armor and ammo in this room. Travel down any of the three passages; they all lead to the same spot. Kill the Berserker you encounter and keep moving forward until you find the ladder. Look up, shoot the trapdoor, and then climb up, killing another Berserker who waits there. Step onto the lift ahead to progress upward, where you'll see a button on the floor. Step onto the button and take a close look at the area outside: A madman sits at the controls of a very large gun. It will take time and fine shooting, but eventually you'll kill him. After you do, head toward the massive opening in the distance and ride the platform down to the next level.

Detention Center

Primary Objective: Destroy the security grid protecting the industrial region.

Secondary Objective: Locate Blue Keycard.

Secrets: 2

Enemies: 51

1. Go right or left; both converge at the same spot. Expect to fight two Enforcers and two Berserkers. As you near an opening that leads outside, prepare to fight a rather irate Gladiator. After you conquer him, pick up the Bandoleer he leaves behind.

2. Head down the stairs on your left, turn the corner, and fight yet one more Enforcer. Continue following the path down until you encounter yet another irritable Gladiator. Grab the Blue Key and then head back upstairs, approaching the huge doors to your left at the top of the staircase.

3. Make your way through the doors into the courtyard, where several Berserks will confront you. Go straight ahead and ride the platform to the top. You'll see a Gladiator across the way. He should be easy to kill from here. Step off the edge and collect the Chaingun; then fall back down to the lower level, turning right and going through the door.

4. Head right until you enter the room with the grate and blast all the enemies that rush you, including Berserkers and a Gladiator. At the top of the stairs, turn around to find a Gunner and a switch. Shoot the switch and run off the edge to your right, down to the cells. Run left through the doorway, go left, right, then left again (back to the room with the grate). Underneath the newly formed stairs is a Secret Area with a Combat Armor. After exiting, you can shoot the switch again and climb the stairs to get Bullets. Return to the initial passageway to acquire the Quad Damage Rune after hitting the button to the right of the grate, and then turn right to continue until you arrive at the holding cell area. Some captive fellow Marines are held there. If you're running short on ammo, you can kill the captured Marines; they'll each drop one box of ammo. It's up to you, but remember, these were your friends once.

5. Head down to the far end of the holding cell area and press the wall button. Quickly turn right and then left into the first opening, turning left again to enter a Secret Area containing ammo, Adrenaline, and another Bandoleer. Head back out and continue the way you were headed. Go through the door on your right to end this level and get to the next.

Security Complex

Primary Objective: Destroy the security grid protecting the industrial region.

Secondary Objective: Locate the Red Keycard in the security complex.

Secrets: 1

Enemies: 37

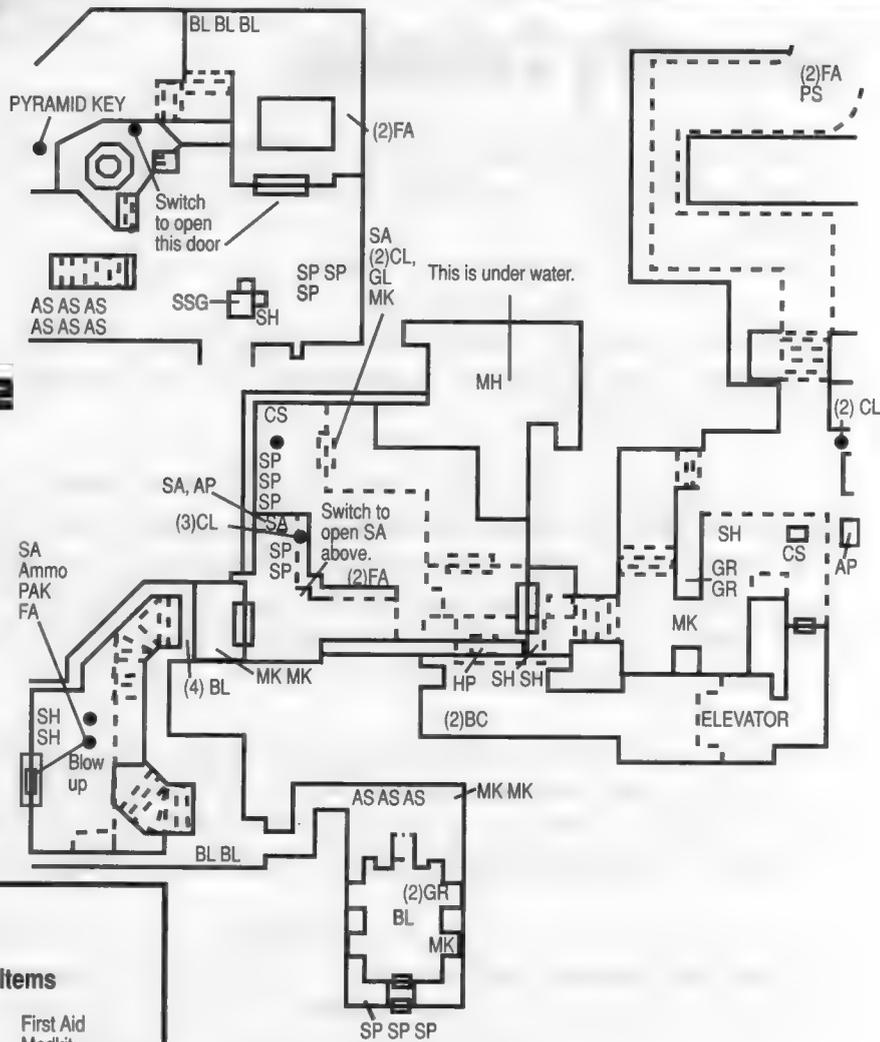
1. Well, isn't this nice: A Gunner has his back to you. He's just asking for it, so go ahead. Keep heading straight, up the stairs, and kill the Medic who prevents you from progressing further.
2. Ultimately you'll enter a large, three-tiered chamber where Gunners and Medics patrol the upper catwalks. After clearing the area, search all the corners to find plenty of Armor Shards, a Quad Damage Rune (tucked away in a tube), Health, and ammo. From where you entered the building, take the passage on the left, on the second tier. You'll find the Red Keycard and a Chaingun in the next room. Now all you have to do is retrace your steps to the previous level.
3. When you arrive at the Detention Center, go straight, past the cells, until you reemerge outside. Go to the door ahead; the Red Keycard will open it. Make your way down the hall, killing a few Parasites as you go and two Enforcers who guards the entrance to a larger room. Quickly make your way to the door on the right side of the room.
4. Head straight down the corridor, following it as it twists and turns, fighting Parasites and Gunners, until you come to a platform. Hop on the platform and ride it to the top. Bump into the security console to deactivate the yellow laser field. Watch for two Flyers that will appear from the direction you came.
5. Hop off the ledge, turn left, and backtrack all the way to the Security Complex. Enter, go through the door at your left and prepare for battle. Follow the path to an open courtyard with plenty of nasty villains. A Chaingun you'll find on the lower level should help your cause considerably.

The Secret area is in the last room before the courtyard. Shoot the wall opposite the computers to open the wall and find a GrenadeLauncher.

6. After dealing with the threats, take the door ahead to enter the Guardhouse.



Guardhouse



Map Key

Weapons and Ammo

SG Shotgun
 SSG Super Shotgun
 MG Machine Gun
 GL Grenade Launcher
 RL Rocket Launcher
 HP Hyperblaster
 RG Railgun
 BFG BFG10K
 SH Shells
 BL Bullets
 GR Grenades
 RK Rockets
 AP Ammo Pack
 CL Cell
 CG Chaingun
 SL Slug

Health Items

FA First Aid
 MK Medkit
 SP Stimpack
 AP Adrenaline Pack
 MH Mega Health

Armor

AS Armor Shards
 FJ Flak Jacket
 CS Combat Suit
 BA Body Armor

Points of Interest*

SA Secret Area
 * See Walkthrough for Details

Other Items

QDR Quad Damage Rune
 ES Environment Suit
 IR Invulnerability Rune
 RB Rebreather

Guardhouse

Primary Objective: Destroy the security grid protecting the industrial region.

Secondary Objective: Open Control Pyramid and locate the Security Pass

Secrets: 3

Enemies: 56

1. You're in another cell area, guarded by an enemy at the top of a catwalk and two below. Proceed forward and ride the platform to the top of the level. Turn left and enter the passage until you arrive in a dark, large chamber. There are plenty of enemies down here, so take care to pick them all off. Blow up the barrels near the far wall to find Health and an ammo pack. When you have everything you need, descend the stairs on the room's right.

2. You'll come to a closed door. A lethal new monster lurks on the other side—the Mutant. There. You've been warned. As you step through the door, you'll see two Stimpacks on your left. To the right of them, in the corner, is a protruding brick. It will lower the ramp next to the Stimpacks to reveal the second Secret Area and an Adrenaline Pack.

Back out of the Secret Area and let it close. Go up to get the Combat Suit. As soon as you do, a mutant will break out of the wall in front of you and several Flyers will fly in from your right. After killing them, walk off the edge that the Flyers came from and drop to a catwalk below. Upon landing, turn around and go through the hole. A Mutant and a couple Guards are here. Duck through the broken door on the right and through the far wall to get to the last secret on this level. There is a Grenade Launcher here.



Leave the way you came to the catwalk. Follow it to reach another hole. Get the Chaingun, then go left, then right to meet a bunch of Guards. Ride the lift and follow the corridor to the door. Behind the door is a Mutant. Jump onto the crate below and clear the room of enemies. You'll find some Combat Armor to your left. When you have everything you need, head to the right side of the room and go through the large opening in the wall.

3. You'll near a large courtyard choked with enemies. Use all the skill you have to wipe everyone out, especially the lethal Tank standing on the left side of the platform guarding a button you must get to. A good tactic here is to use the crates for protection and take your time. Patience will serve you well here. When everyone's been eliminated, run to the button and push it. Head right and enter the opening. You'll fight many guards as you progress up the stairs until you finally acquire the Pyramid Key. Then backtrack to the room with the raised pathway and crate. Use the stairs to get to the courtyard and the second Secret Area. Now go back to the beginning of the Security Complex.

4. When you arrive in the open courtyard, you'll see a hole in a rock wall. Go there. Warning: An extremely nasty Tank awaits you, so have your heavy fire power ready. After manhandling the Tank, press the wall button behind where he stood to raise a drawbridge. This also activates two Icaruses, so prepare to confront them before pressing the button.

5. Head across the bridge and descend the stairs to a large chamber choked with hostility. A good tactic here is to lure the monsters toward the stairs you just came down and lob grenades to make mincemeat of them quickly. When the coast is clear, proceed into the room and take the door at the far end to enter the next level.



Torture Chambers

Primary Objective: Destroy the security grid protecting the industrial region.

Secondary Objective: Proceed to Security Pyramid.

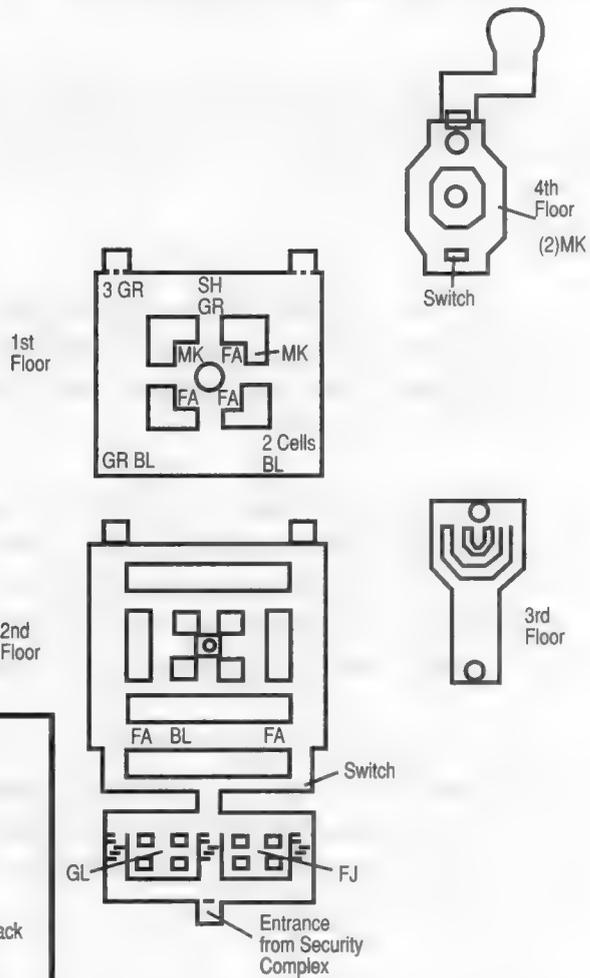
Secrets: 3

Enemies: 33

1. Follow the passage on your right until you face another nasty Tank. After killing him, head outside and make a right, following the wall to a Secret Area holding a lovely Hyperblaster. Head back into the main chamber and take the lift in the middle of the room down to the lower level.
2. Take either passage; both lead to Cell Block A. Expect to battle few Tanks along the way. In the corner cell, facing away from the platform, is a brick that will disintegrate to reveal a Secret Area containing an Invulnerability Rune. Next to the cells here you'll find a platform. Ride this to the top and you'll see a CD. Grab it quickly and turn left, following the path through a door to a sign that reads "Cell Block B." Enter this area.
3. Drop off the ramp and explore the cells until you find one with a grate. Blow up the grate and drop down the hole. Follow the passageway down and enter the tube at the end. Activate your Rebreather for this next leg of the journey. Swim along the passageway until you see a big hole above. Surface and get out of the water to take care of the few enemies in this room.
4. After killing everyone, you'll see an Access Pass. Grab it and head for the door next to the pool of water. You'll find a terminal. Activate it to open the door to the right. Now proceed through and navigate the walkways to a cage at your left. If the cage is submerged, step on the floorplate; it will rise, revealing a nifty Hyperblaster. To get the last secret, use the Invulnerability Rune and jump into the liquid. Now head toward the exit to reenter the Security Complex.
5. Continue along the path and retrace your steps back to where you acquired the Red Keycard. Outside you can plainly see the pyramid. Drop down below and press the button in front of the pyramid. The pyramid will open, revealing a platform. Ride it down to the lower level and use the Access Pass on the door at the far end of the room.



Grid Control



Map Key

Weapons and Ammo

SG Shotgun
 SSG Super Shotgun
 MG Machine Gun
 GL Grenade Launcher
 RL Rocket Launcher
 HP Hyperblaster
 RG Railgun
 BFG BFG10K
 SH Shells
 BL Bullets
 GR Grenades
 RK Rockets
 AP Ammo Pack
 CL Cell
 CG Chaingun
 SL Slug

Health Items

FA First Aid
 MK Medkit
 SP Stimpack
 AP Adrenaline Pack
 MH Mega Health

Armor

AS Armor Shards
 FJ Flak Jacket
 CS Combat Suit
 BA Body Armor

Points of Interest*

SA Secret Area
 * See Walkthrough for Details

Other Items

QDR Quad Damage Rune
 ES Environment Suit
 IR Invulnerability Rune
 RB Rebreather

Grid Control

Primary Objective: Destroy the security grid protecting the industrial region.

Secondary Objective: Locate and destroy Grid Control computer.

Secrets: 0

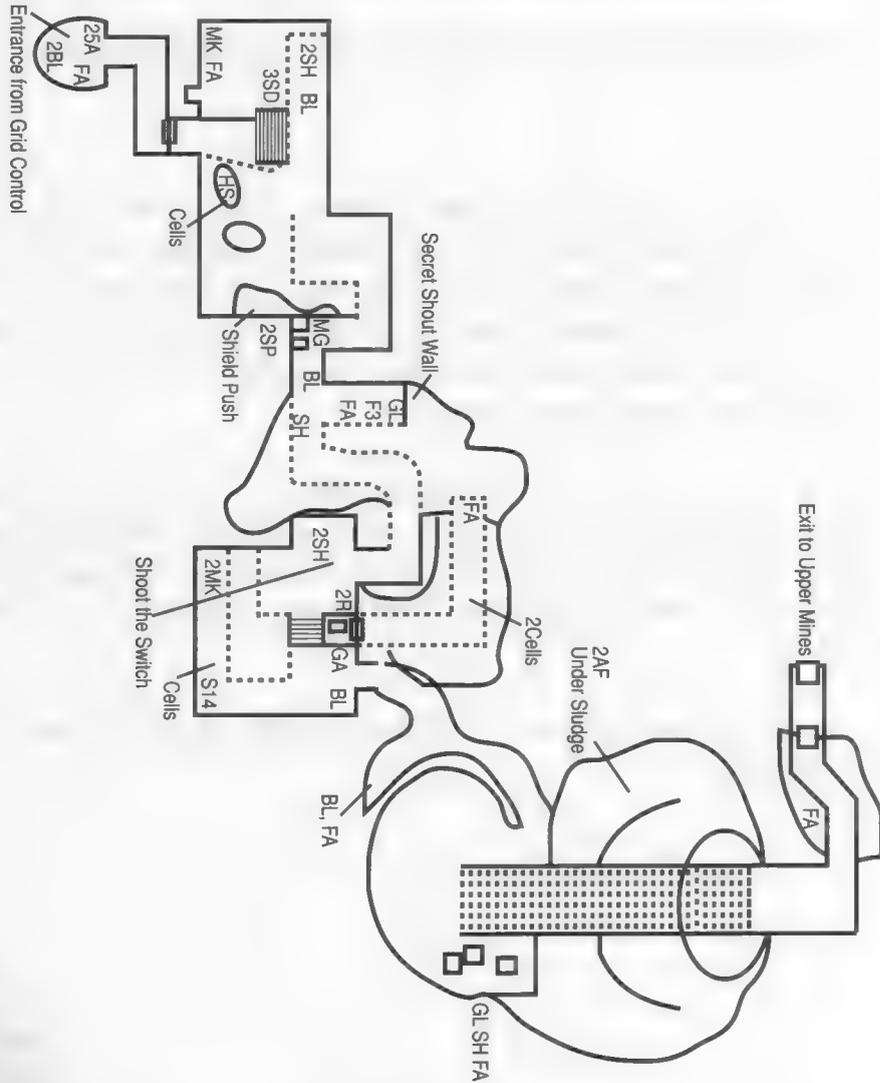
Enemies: 7

1. Go forward to a room where laser beams crisscross the pathways. Crawl under them to get through safely. Keep trudging forward until you reach an outside area, where several Tanks roam around. After you've destroyed them, the ground will shake. Uh-oh. Navigate around the central wall to an opening. At the center waits a Tank Boss. Use everything you have on him. He can take some serious punishment.

2. Drop into the hole in the center of this area. Follow the piping and step over a yellow platform to reach the Control Grid power center. Toggle the switch on the console at the rear of the room to activate the heart of the grid. Blue lasers will dot the area. Simply duck down and begin firing at the heart until it blows.

3. Move past the Grid apparatus and through the opening to the next hub. Congratulations!

Mine Entrance



Hub 4: Mines

Mine Entrance

Primary Objective: Navigate mines. Find entrance to the Factory.

Secondary Objective: Make your way to the mine entrance.

Enemies: 40

Goals: 1

Secrets: 1

1. Check out your entrance area and collect the Shells, Bullets, and Health before making your way to the door.

2. Open the door and take out the two Light Guards standing on the platform at the left. Two Berserkers will charge over from the right side of this platform, so hit them, as well. The area to the left inside the door has Health, three Stimpacks, and Shells. To the right, a Hyperblaster lies on a small island in the lava. Grab it and jump back to dry land.

3. Go up the stairs to the platform. To the left are some Bullets. The large door here is the main entrance to the Factory and is currently impassable. Two more Light Guards and another Berserker hit you from the right side of the platform.

4. Around the corner, find a Machine Gun and a pair of Berserkers. Follow this hall until it opens into a wide area with another Berserker and a suit of Armor. The large orange wall panel to the immediate left of the entrance to this area is a Secret Door, the only Secret Area on this level. Shoot it to reveal a Rocket Launcher. As you crawl out of this area, three more Flyers attack you.

TIP

If you drop off the right side of the platform onto the narrow ledge around the lava, you'll find two Stimpacks and Energy Armor, but release a trio of very angry Flyers. Try fighting them from beneath the ledge then run and jump to the nearest island to escape with only a minor hot foot.

Caution

Careful on this jump: If you miss, it's into the lava with no way out.

5. Go out onto the walkway in the open area. Two Light Guards will attack you from a low ledge next to the opening on the other side of the walkway. Drop them; then leap down to the lower platform.

6. Collect the Health and Energy Cells in this low area. Then climb the ladder and walk over to the door at the top.

7. Beyond the door are five more Light Guards, four of them at close range. On a lower platform lurk two Berserkers who won't be able to reach you. This lower level holds two boxes of Shells. If you drop down, you'll have to follow the corridor back to the last open area and jump back down to the lower ledge that held the two Light Guards detailed in point 5.

TIP

To make this area easier, don't drop down to the low platform right away. Follow the hallway and lure the Berserkers out. Then sneak in and drop as many Light Guards as you can before heading to the jump down to the lower platform. By doing this, you'll be at a greater risk against the Berserkers, but you'll be able to snag the Shells quickly and won't have to make the jump to the low platform twice.

8. Exit through the opening to the immediate left of the doorway. An Icarus will attack ahead of you as the corridor opens up, while another moves in from the right. Drop them both and grab the Bullets and the Health lying to the right, then follow the curved corridor to the next open area.

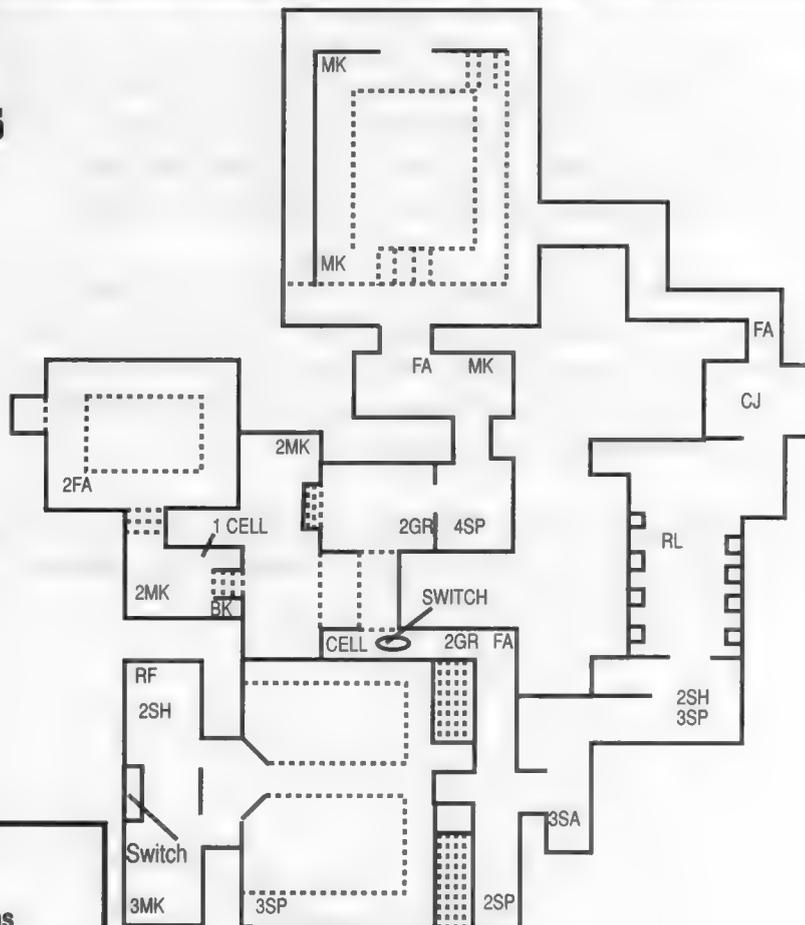
9. Two more Icaruses attack from a distance as you round the corner. In the concave area stands another Berserker at dangerously close range. Drop them all and walk past the stairs, looking down to spot the Mutant, which will charge as soon as it sees you. Explore the area at the top of the stairs to find more Health, Shells, and a Grenade Launcher.

10. Go down the stairs. At the bottom, drop into the murky water. You'll attract the attention of another pair of Icaruses. Under the water, you can find some Armor Shards and some additional Energy Cells. Grab them all and jump back onto the floor at the bottom of the stairs. Move forward and around the corner to the left.

11. Around the corner are two final Light Guards and two more Berserkers. Nail them all and go down the walkway to the entrance to the Upper Mines, the next part of this hub.



Upper Mines



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline
Pack	Pack
MH	Mega Health

Armor

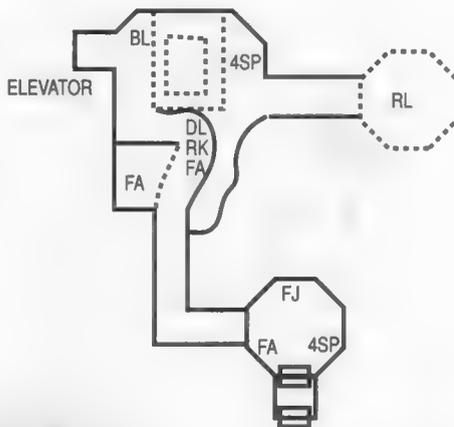
AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather



Upper Mines

Primary Objective: Navigate mines. Find entrance to the Factory.

Secondary Objective: Activate ventilation systems due to toxic conditions found in Lower Mines.

Enemies: 64

Goals: 1

Secrets: 2

1. Walk in and turn left. Three Shotgun Guards stand near a tunnel entrance. Drop them, but before entering the tunnel, get the Stimpacks and Flak Jacket in the open entry room. When you enter the tunnel, your computer will update to tell you that you need to activate the ventilation systems to travel in the Lower Mines.

2. Head down the tunnel to the next open area. Two more Shotgun Guards will attack you. Another two wait off to the right in the distance. Check out the area under the bridge for Health, Bullets, and Rockets.

3. Head up the short corridor right of the room's entrance with the four guards. Grab the Rocket Launcher. This alerts a pair of Icaruses, which attack from above. Deal with them, and then head back down this corridor, keeping to the right wall. Grab the Stimpacks and jump onto the central ledge. Avoid the rotating cylinders on the floor and cross over to the other side of this area. Walk onto the elevator; as it rises, turn around.

4. At the top of the elevator, you face a number of enemies of several varieties. Use the elevator as a way to pop up, deal some damage, and retreat from battle. After destroying the enemies, look down the hole in the floor in the middle of this area. The next platform down holds Adrenaline and a Machine Gun. If you drop down to this platform, you'll need to jump down again to the rotating cylinders at the bottom of the elevator. You'll take damage both from the fall and from the cylinders themselves.

5. Head down the corridor to the right and up the stairs. A Gladiator waits at the top, and a Gunner to the left in the area up here. Take them both down, grab the Chaingun, and head over to the stairs the Gunner guarded. Drop the Shotgun Guard and distant Gunner before you walk onto the bridge. When you do go onto the bridge, face right and nail the pair of Gunners across the chasm.

6. Head down the ramp and face the four Shotgun Guards. At the bottom of the ramp, two Mutants assault you.

7. The hall you are in will end with an opening to the right. This huge open area holds five Icaruses who will not wait to attack you. Take them down and walk in. Avoid the stairs leading into the central area for the moment, opting for the ramp past the opening in the right wall. This will take you to a floor grating over lava. A Gunner waits for you down here.

8. Follow the floor grates until you spy the Armor. Turn right and strafe over to it; down the tunnel is a Gladiator, two Shotgun Guards, and another Gunner. Deal with these at range, and then make your way up the sloping tube. Head up the next ramp and drop the three Shotgun Guards off to the right at the top.

9. You can see a Rocket Launcher in the middle of the next hallway. As you walk toward it, a Gladiator will attack from the far end, and huge fireballs will spit out of the walls into the corridor. If you can, drop the Gladiator from a distance; then crawl quickly through the hallway to collect the launcher and escape with minimal damage. Health lies in the two alcoves at the far end of the hall.



10. The room at the end of the fireball hallway holds two Gunners. Drop them and step onto the switch in the doorway. This disables the fireballs. As you attack the Gunners, a Mutant and another Gladiator will be alerted to your presence and will engage you at very close range.

11. Go up the ramp to another room with a pair of Gunners. The exit here leads to a huge area with a number of Light Guards and a Shotgun Guard. Avoid the right hallway for now, opting for the staircase down instead. At the bottom of the stairs, look left for some Stimpacks. Get them and follow the catwalk through the opening. As you near the back, a Gladiator will attack.

12. Walk through either door at the end of the hall and collect the Health and Shells here. Push the button on the back wall to activate the ventilation system. Go back down the catwalk to the room that held the Light Guards. Three Icaruses, alerted to your presence, await you. Run up the stairs and turn left around the corner. There may be a Gunner here. Go past him if he's there and step on the floor switch. This extends a bridge across the chasm. You took out a few Gunners here back at point 5. When you're off the bridge, turn right.

13. Follow the corridor to the large open area. The last time you were here, you avoided the stairs down to the center. Take out the two Icaruses and the Gunner that have moved in here and take the stairs down. Be very careful not to drop all the way down the central shaft. You want to reach the opening on the second level down and follow the tunnel.

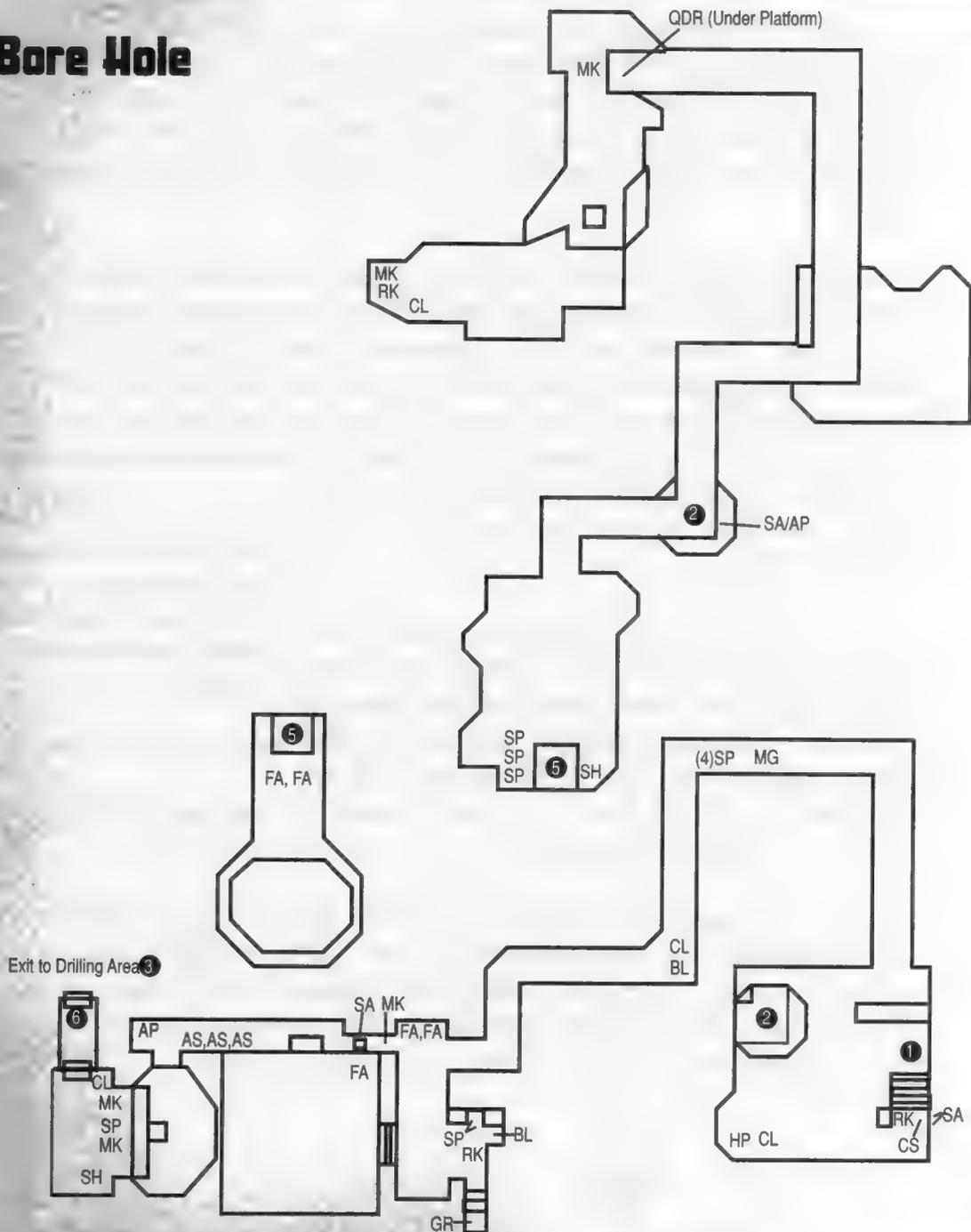
14. Follow the corridor, grabbing Energy Cells and Stimpacks. Stand on the elevator platform and push the button to activate it. You'll descend into an area with a pair of Shotgun Guards and a Mutant. Drop them, and then move forward off the elevator. Grab the Rockets in the pool and everything else, and then head through the doorway to the next area.

TIP

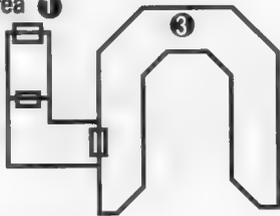
As you face the bridge from this side, the reddish wall to the far right holds a secret. Shoot the wall to reveal Bullets and Health.



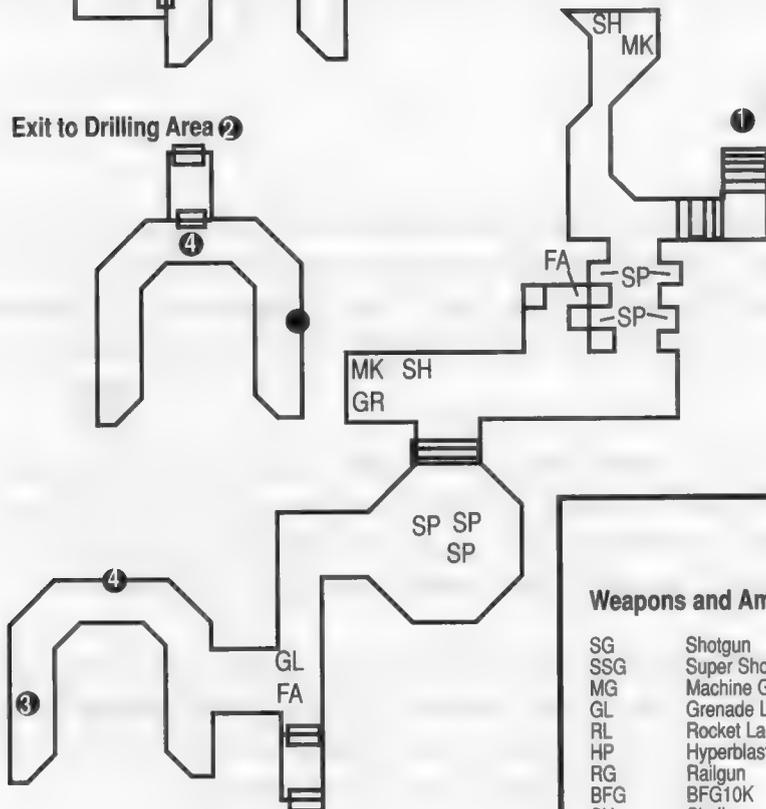
Bore Hole



Exit to Drilling Area ①



Exit to Drilling Area ②



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Bore Hole

Primary Objective: Navigate mines. Find entrance to the Factory.

Secondary Objective: Activate mine machinery to gain access to Drilling Area.

Enemies: 29

Goals: 1

Secrets: 3



1. Walk forward and grab the Grenade Launcher in front of you. The doorway on the left leads to the elevator down to the next two areas. Avoid it for now. When the corridor turns right, you'll spot a Gladiator in the center of the room and two Gunners on a ledge looking down. This room's exit lies left down a flight of stairs.



2. Enter the room and nab the Stimpacks in the middle. A Gladiator and a Gunner attack from the stairs into the next area. Drop them and go down the stairs, looking left. A Machine Gun Guard awaits you in an alcove here. Grab the ammunition he guards; then head right from the stairs.

3. The first passage left holds another Machine Gun Guard and some Health. Get this, and then take the second passage, grabbing the Stimpacks in the small alcoves along this hallway. This hall opens into a huge room with a central pit.

TIP

If you can, get the Gunners to throw down some grenades. The blasts should hit the Gladiator, who'll turn on them, taking them out for you. Use your Grenade Launcher to bounce a few of your own grenades off the corridor walls and under the Gladiator's feet.

4. Go down the stairs into the central area, lobbing a few grenades to take out the Berserkers here. Blow up the barrels under the stairs revealing a secret cache of Rockets and Armor. Get the Hyperblaster before continuing.

5. Walk past the hole in the floor and go through the passage to the right. You'll face several enemies, including another Gladiator, at the far end of the catwalk. As you cross this catwalk, a pair of Shotgun Guards will attack from tunnels below and to the left. Crouch and lob a few Grenades down at them. Walk across the catwalk to the other side.

6. Follow this corridor, grabbing the Machine Gun and Stimpacks in front of you. You end up on a catwalk in a large room. A Gladiator waits, and beyond him, a pair of Berserkers. Nail them all and continue to the room with the two switches.

7. Press the two switches to start the machinery. This will cause a couple of wall sections to explode, bringing three Gunners into the area.

8. Return all the way to your start position in the borehole. Enter the room to the right and hit the switch in the middle of the platform. You'll descend one level. Walk forward and through the next opening. The exit door here leads to the Drilling Area.



Caution

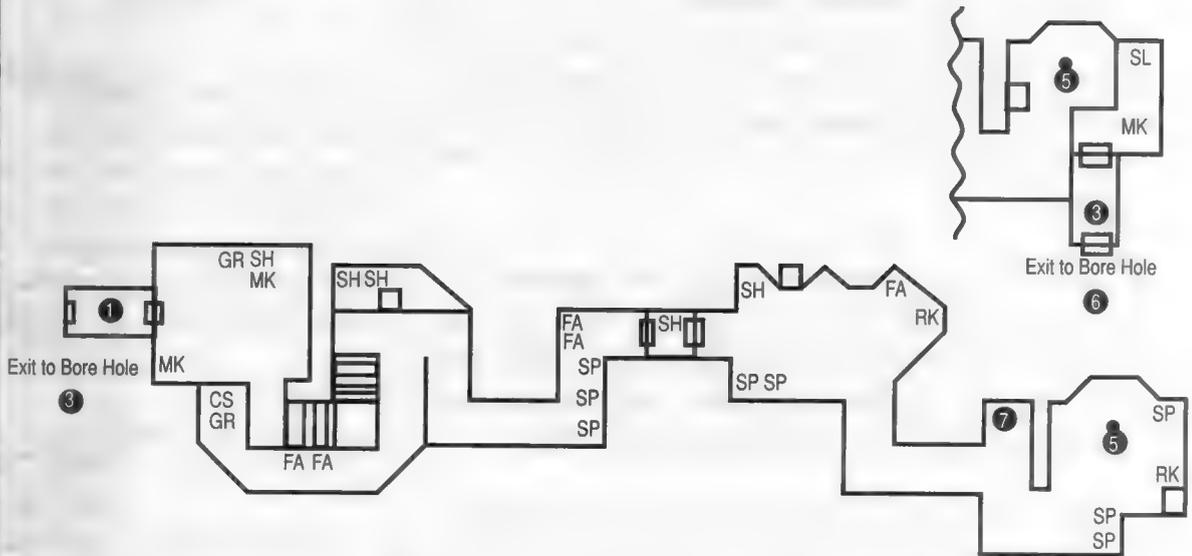
Be very careful fighting these Berserkers, because they can knock you off the catwalk to the floor below. To prevent this, alert them to your presence; then retreat and fight them from the enclosed corridor.

TIP

Drop all of them, and then explore the area from which the two Gunners from behind came. Shoot the rear wall here to reveal a secret passage leading to Armor Shards and Adrenaline. Jump onto the rising scoop and ride it to the top. Jump off into the next room. The exit here leads to a secret entrance into the Drilling Area.



Drilling Area



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

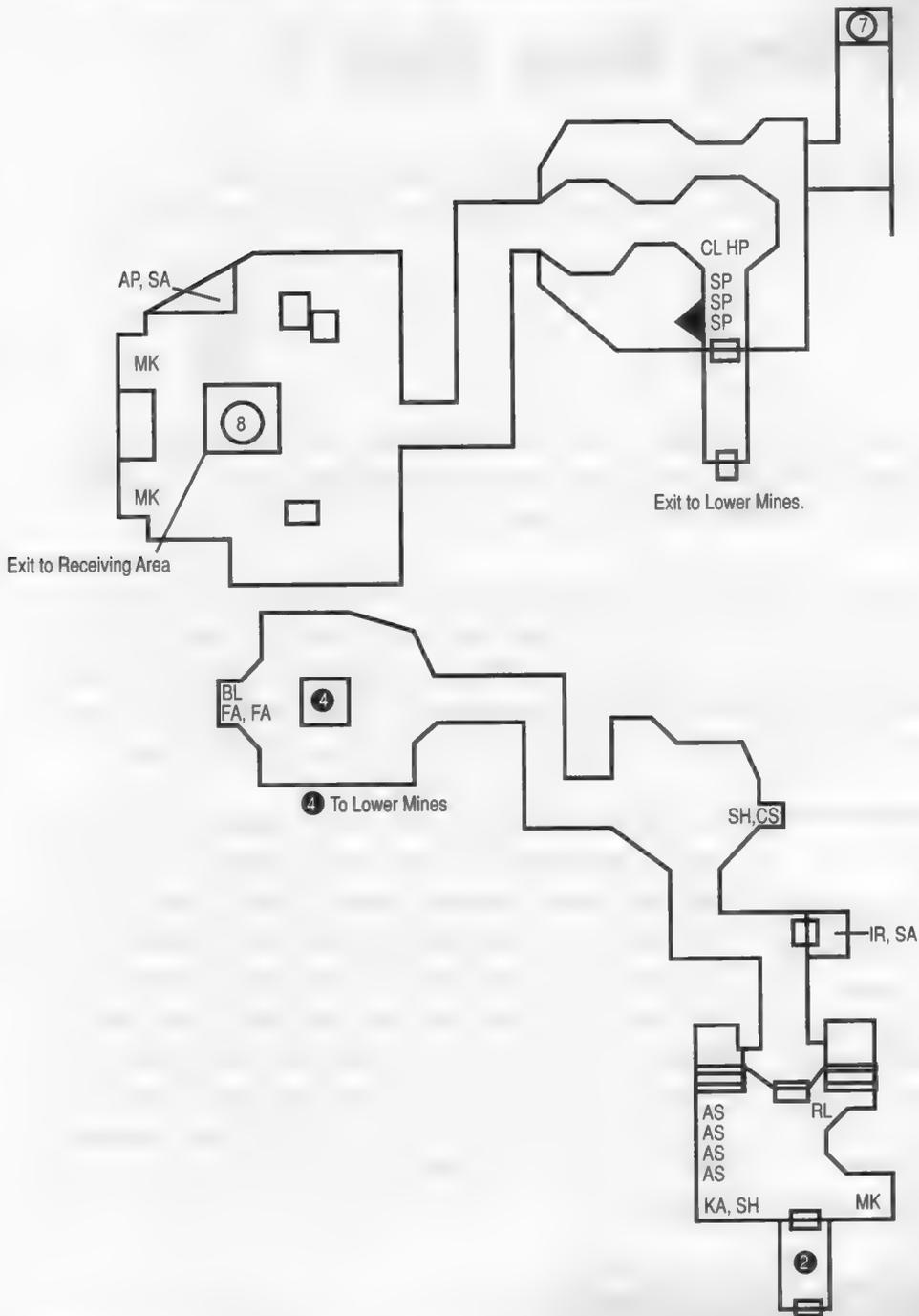
FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	



The Drilling Area, Part 1

Primary Objective: Navigate mines. Find entrance to the Factory.

Secondary Objective: Lower access bridge. Find service elevator to the Factory.

Enemies: 26

Goals: 3

Secrets: 2



1. Walk forward from the entry into the next room. The exit is in the right wall, leading out. The entry area is filled with Explosive Barrels, and outside the door a Gunner will attack you, so step lightly.

2. Head down the stairs, lobbing a few grenades as you go. This will weaken the three Gunners and the pair of Machine Gun Guards awaiting you at the bottom of the stairs. Look under the steps for some Armor and Health; then head to the right from the staircase and around the corner. A Gladiator and a pair of Shotgun Guards will greet you at the far end of this hall.

Note

If you take the secret entrance to the Drilling Area from the borehole, you'll start on a ledge overlooking the room with the switch. Going through the level this way is considerably easier, because you won't have to fight the mass of enemies on the wrong side of the opening-and-closing doorways.

3. Follow the hall past these enemies until you reach the area with the two rapidly rising and falling doors. Beyond these doors wait a large group of enemies, notably several Gunners, who will make life difficult. You must time your shots between the doors as best you can. Once most of these troops are down, pass the first door and time a few grenades into the room beyond the second door to take out any additional enemies. Walk under the second door into the room beyond.

4. Follow the corridor to this area's final room. It holds another Gladiator and two Gunners. Flip the floor switch to lower the bridge beyond the grating here. The access bridge has been lowered. Turn around and go back to your entry point in the Drilling Area.

5. Go back to the borehole and out to the large elevator. Move to the center area and hit the switch on the right. The elevator will drop, putting you in front of a new exit door. Go through this door and into a new part of the Drilling Area.

6. Nail the pair of Gunners facing you as the door opens. You'll find a number of items in this area, including Health and a Rocket Launcher.

7. Mount the stairs on either side and destroy the two vertical orange bars on both sides of the platform. This allows access to the previously barred area between the stairs. Go there now.

8. Walk down the ramp until you spot the Mutants running around in the wider area as the tube opens up. Deal with them and move into the area, taking the door to the left. Follow this until it ends.

9. Flip the switch behind the apparatus to start the drill working, boring straight down. When the drill stops, walk over to the hole and jump in. This takes you to the Lower Mines.



TIP



As you enter from the top of the ramp, drop a grenade. The wall to the right at the first turn will reveal an Invulnerability Rune, your first secret on this level.

Lower Mines

Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

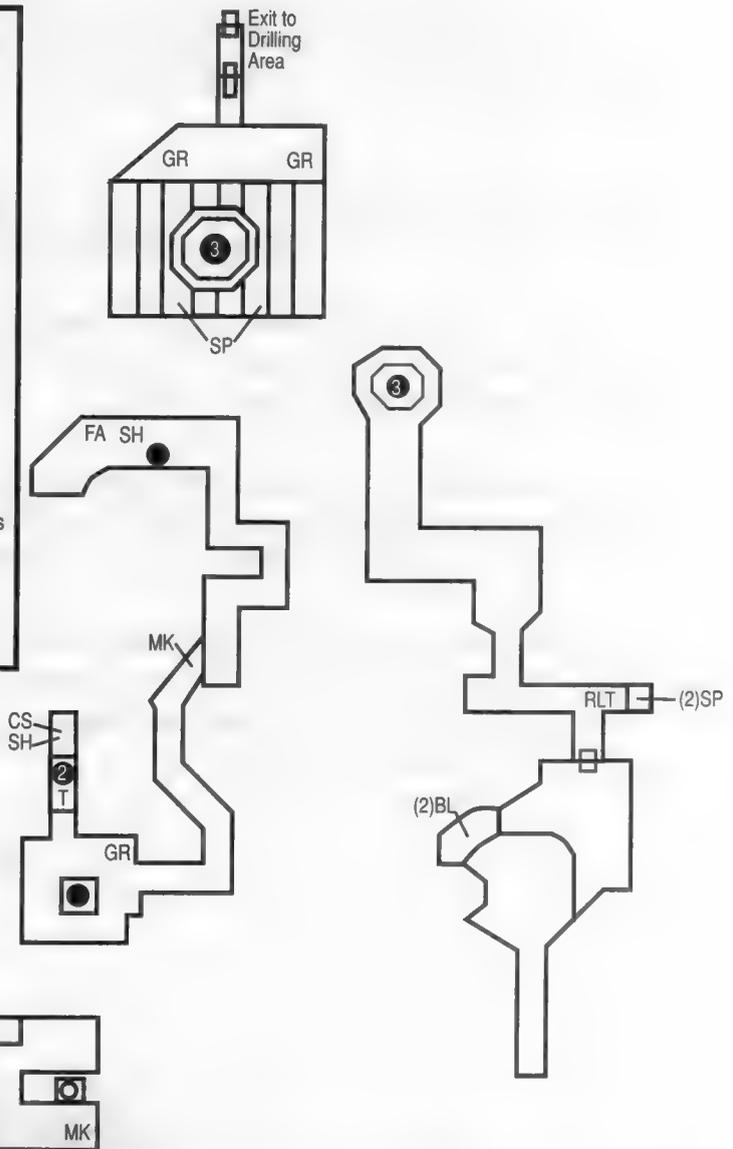
AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather



Lower Mines

Primary Objective: Navigate mines. Find entrance to the Factory.

Secondary Objective: Unstable conditions ahead. Proceed with caution.

Enemies: 18

Goals: 2

Secrets: 0

1. Grab the Chaingun and Health in your area. Then cross the bridge to the other ledge. A pair of Technicians attacks you. Drop them; then flip the switch and return to the ledge you started on.
2. Step onto one of the moving mine scoops. Ride it up until you can step off into the next room. Face the wall as it rises.
3. As the mine scoop begins to move horizontally again, step off. Another Technician appears in front of you at the end of a long tube, and another appears closer and to the right. Take them both down, and then head down the right-hand tube on the right, passing through a Gunner around the first corner.
4. Follow this path all the way to the end. Two more technicians will pop up from a lower area to attack. At the end of the path, you'll spot a Gunner on a low platform surrounded by lava. Destroy him; then jump down and grab the Grenade Launcher.
5. Follow the twisting tunnel from this platform. It will open up into a wide room, with the path turning into a catwalk skirting the far wall. Crawl around it, dealing with the Gunner on the catwalk, but take care not to fall off or attract the attention of the Tank on the ground floor. Flip the switch to drop the huge boulder suspended in the center of the room and destroy the Tank. Jump down to where the Tank was.

6. Grab the Quad Damage Rune and hit the trigger on the large Laser here to bore a new hole through the wall. Wait for the Laser to turn off before going through this new opening.

7. Walk through the new tunnel and turn left. Follow it until it turns right. The path turns into a high bridge over lava, with three Technicians guarding it. Shoot them down from here, because the unstable nature of the Lower Mines makes combat on the bridge extremely difficult. Should you fall into the lava, there's no way out.

Caution

Don't be tempted by the Rocket Launcher right of the new hole you bored with the Laser. If you grab it, a new mine apparatus will shoot out of the wall next to you and drive you forward down the tunnel. It's nearly impossible to escape death if this is released.

8. Cross the bridge. Walk down the hallway, battling through two Gunners and yet another technician. The technician hovers over an elevator platform. When it dies, walk to the elevator and take it up.

9. More enemies wait here—two Gunners guarding the exit door. Drop them and exit through the door back to the Drilling Area.



The Drilling Area, Part 2



Primary Objective: Navigate mines. Find entrance to the Factory.

Secondary Objective: Service elevator to Factory accessible.

Enemies: 26 (4 remaining)

Goals: 3 (0 remaining)

Secrets: 2 (1 remaining)

1. Walk onto the platform and grab the Hyperblaster, ammo, and Health. Turn left and walk through the doorway.
2. Follow the corridor until it opens into a room. This room holds two Light Guards and two Tanks you must battle through before leaving the mines for good.
3. To the right of the entrance into this room, jump on one of the barrels. From there, leap onto the crates next to the barrel. Jump up to the top and across to the next crate to find the other secret here—a stash of Adrenaline.
4. Jump down. Go to the small central structure and flip the exit switch. The service elevator will arrive to take you to the Factory.

Note

If you jump into the water, an underground corridor leads back to the first part of the Drilling Area, where you flipped the switch to lower the access bridge.



Receiving Center

Map Key

Weapons and Ammo

- SG Shotgun
- SSG Super Shotgun
- MG Machine Gun
- GL Grenade Launcher
- RL Rocket Launcher
- HP Hyperblaster
- RG Railgun
- BFG BFG10K
- SH Shells
- BL Bullets
- GR Grenades
- RK Rockets
- AP Ammo Pack
- CL Cell
- CG Chaingun
- SL Slug

Health Items

- FA First Aid
- MK Medkit
- SP Stimpack
- AP Adrenaline Pack
- MH Mega Health

Armor

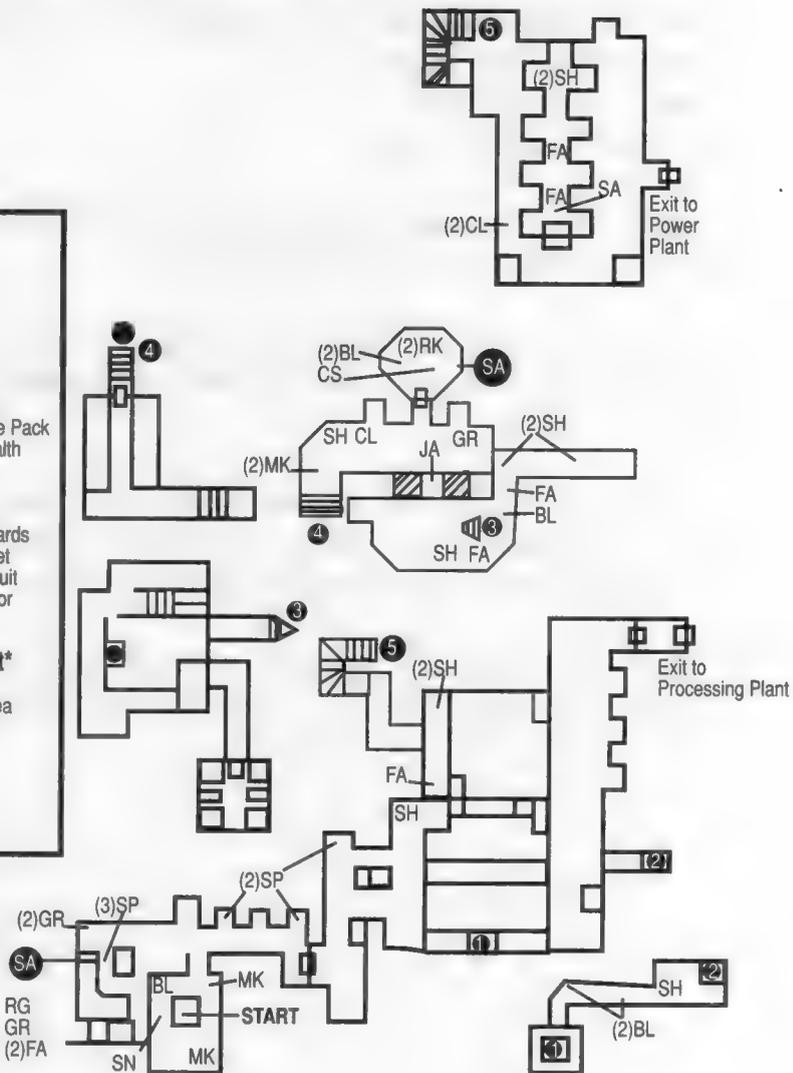
- AS Armor Shards
- FJ Flak Jacket
- CS Combat Suit
- BA Body Armor

Points of Interest*

- SA Secret Area
- * See Walkthrough for Details

Other Items

- QDR Quad Damage Rune
- ES Environment Suit
- IR Invulnerability Rune
- RB Rebreather



5A To Sudden Death

Hub 5: Factory Receiving Center

Primary Objective: Shut down alien Processing Plant.

Secondary Objective: Find entrance to Processing Plant.

Enemies: 26

Goals: 3

Secrets: 4

1. The entry area at the top of the lift has a variety of Health and ammunition. Just beyond the opening leading out of the room are two Machine Gun Guards. Drop them and move forward into the hall. Turn right and go through the door.
2. Past the door, a Light Guard will attack from the right and two Gunners will move in from the left. Retreat and draw them back. When they're dead, go back toward where you started the level. Walk toward the orange bars in the distance. At the first large alcove on the right, stop and press the green wall button. This will open a large tube next to the button. Drop down into the tube.
3. After a long fall, you'll land in a pool of water with three Barracudas. Fight them if you wish. Surface and jump onto the low platform here and go through the orange tunnel.
4. A Flyer guards the tunnel exit. Shoot the Flyer, and then carefully take out the Machine Gun Guard on the platform directly beneath you. Drop down cautiously to avoid falling into the lava. Hit the green wall button to lower a bridge off the platform you're on. Cross the bridge.



5. Nail the Gunner waiting to the left on the other side of the bridge; then walk around and flip the central floor switch. This will both bring in another Gunner and drain the lava from the central pool. Head down the stairs and hit the green wall button across from you.

6. Go up the stairs and around to the right. The button has opened up a new path. Stand at the edge of the window by the new opening. An elevator will lift you. Jump across to the new platform and into the tunnel. Climb the long ladder on the far wall.

7. A pair of Brains waits at the top of the ladder. Drop them, and then follow the hallway around a corner to the right. Take out the Gladiator standing here and continue forward. Walk all the way to the button on the far wall and press it. Then turn around and go back to where you fought the Brains. There are now three moving platforms here. Jump onto the central one. When it reaches the top, grab the Armor and jump down on the other side.

Note

After you press the button here, look through the translucent window on the left. You'll get a glimpse of the exit area from this unit.

8. Go up the stairs and through the door, and run across the bridge ahead. This will trigger two Berserkers, one on each end of the bridge. If they trap you on the bridge, you'll almost certainly be thrown into the lava. If possible, cross over and fight them from the far side. When they're dead, press the green wall button here and go through the door.

TIP

The alcove directly ahead of where you drop down is a secret area filled with ammunition and Armor. It will open as you approach it.

9. You'll return to the hallway with the two sets of orange bars from the start of this area. The bars are gone now. Go around the area, grabbing the Stimpacks and grenades, and taking out the Berserker waiting to ambush you around the corner.

10. Go past where you started the level and through the door at the end. A Parasite from the opening room will attack you. Take the first opening to the right and drop through the hole in the floor next to the lava.

11. Follow this floor until it ends at an elevator platform. Ride the elevator up and shoot through the boxes ahead. This will open a path to the area across from where you jumped down. A Gladiator waits here, and destroying the crates on the other side reveals a Quad.

12. Turn right from the opening and head down the hallway. The passage to the left cannot be crossed yet, but mark its location. It leads to the exit out of this unit. Continue down the hall until it ends. Go through the door on the right and enter the Processing Plant.

TIP

Drop off the bridge and look under it for a secret area with ammunition, Health, and a Railgun. The ceiling will drop down to allow access back to the main hallway.

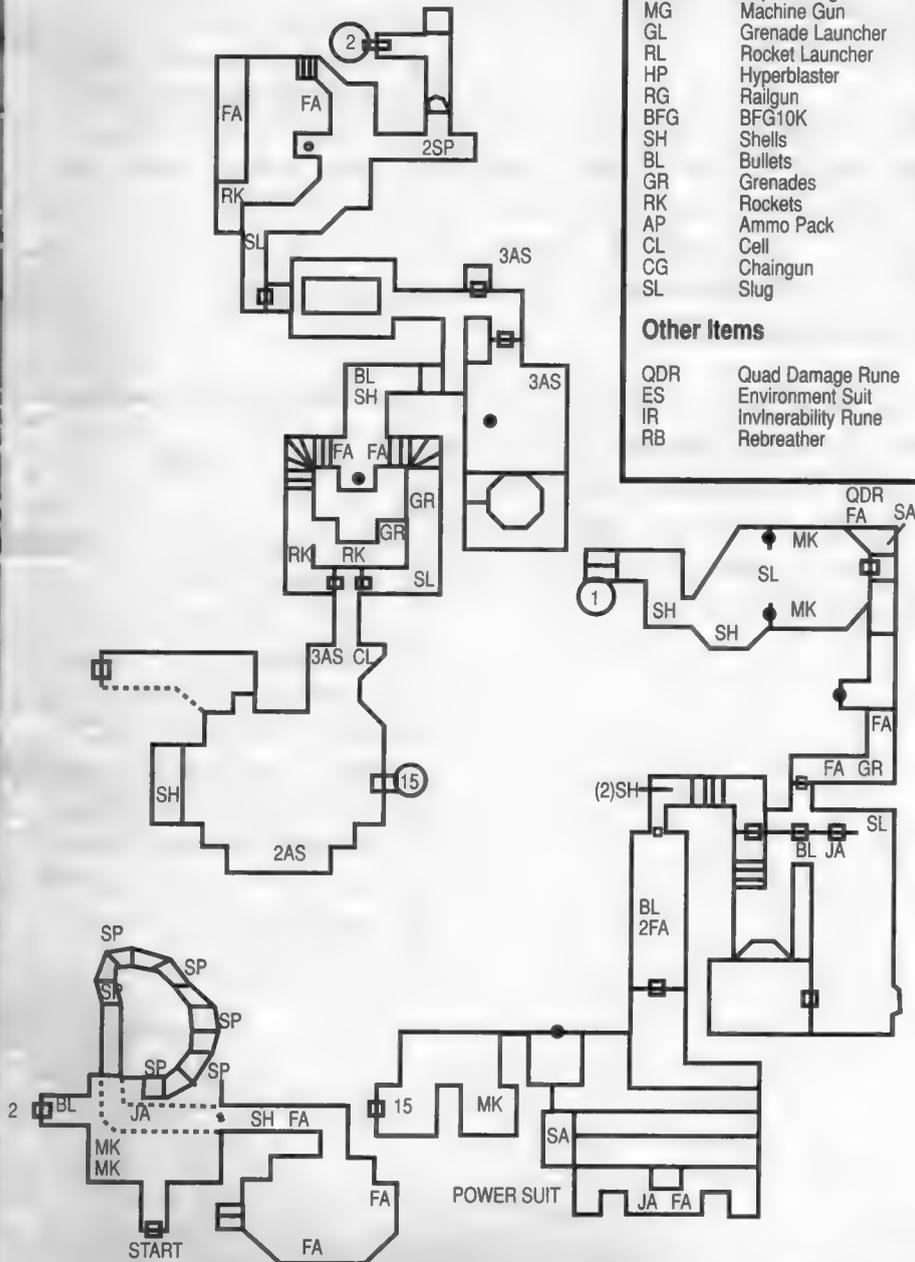
TIP

With the orange bars down, the way also is clear to the secret level accessible from this area. While standing on the bridge, run forward and jump when the bridge turns to the left. You want to land atop the waterfall beyond the bridge. Walk forward into the water, and as you sink, you'll transport to Sudden Death, the secret level.



Processing Plant

Map Key	
Weapons and Ammo	
SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug
Health Items	
FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health
Armor	
AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor
Points of Interest*	
SA	Secret Area
* See Walkthrough for Details	
Other Items	
QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather



Processing Plant

Primary Objective: Shut down alien Processing Plant.

Secondary Objective: Shut down all machines.

Enemies: 50

Goals: 5

Secrets: 3

1. A Machine Gun Guard waits on either side of the entrance into the Processing Plant. Take them both out, and then head up the stairs in the center of the room. The door on the ground floor to the left can only be opened from the other side, and the corridor right of the entrance is blocked. The platform at the top of the stairs holds a pair of Gunners. Go up, grab the Armor, and hit the green button at the end of the platform to drop the grid protecting the blocked corridor.

TIP

Launch a few grenades from the floor up to the platform to soften up the Gunners before you head up the stairs.

2. Enter the now-opened corridor, wary of the Gunner who'll charge out as you reach the Health lying on the floor. As you enter the room at the end of the corridor, three Machine Gun Guards will attack from a high platform ahead as a Tank rises from the center of the floor. Nail the Tank and the guards, if you can. Go into the room and turn right. Jump onto one of the rising platforms and ride it up; jump onto the guards' platform as it passes. Another Gunner waits up in the next room.

3. Go forward into the Gunner's room and turn around. Press both green wall switches to open the door in this area.

4. Move forward to the next platform and turn right. The Light Guard standing below you is unaware of your presence. Shoot him, and then go down and press the button he's guarding to turn off the organic matter liquifier. A platform leading to the next area will drop, releasing a Gladiator. Follow the platform to the next door and continue forward.

**TIP**

Secret Area: If you drop off the left side of the platform at the top here, you'll land in a pool of slime. Turn right and jump into the alcove for a Quad and some Health. Press the button at the end of the corridor to open the way back to the main area. You must crawl through this opening.

5. The next area holds several Light Guards and a Parasite. Some of the guards start on the floor below. They'll use an elevator to get to your level. Go down the stairs and shoot through the two opaque glass walls under the platform you entered on. Each reveals a Machine Gun Guard, and the one on the right holds Armor. Continue clockwise around the room. Open the door in the center across from the alcove holding Rockets and press the switch inside to turn off the bio-assimilation tank.

6. A Gunner has appeared on the top platform in the main room. Go back up via the stairs or the elevator and leave through the recently opened door.

7. Move forward to the next door, which opens to reveal a long, narrow room with a Parasite. As you enter, two Flyers appear from a depression in the floor. Drop them all and continue forward through the door at the opposite end of the room.

8. The door opens to a room holding three Light Guards across a moving conveyor belt. Drop them and jump across the conveyor belt to their alcove. To the right, on a high platform, a Gladiator is alerted to your presence. Drop him, and then make your way up the conveyor belt, against its direction it's moving in, to the green button on the right. Press this to turn off the bio-processing control unit. Ride the elevator up to the Gladiator's platform.



9. Go through the door behind this platform. Another Parasite attacks from in front of you, and as you enter three Flyers come into view. A Gunner also will get in his shots from a platform on the right. Clear out the room and grab the Armor Shards and ammunition. The two doors on the ground level won't open. Take the elevator up to where the Gunner was and press the green button on the rear wall to turn off the ionization catalyst chamber. This also opens the two doors on the ground level. Drop down and head over to them.

TIP

This button also turns off the conveyor belt. Jump back on and crawl up it to sneak into the area next to the button, where you'll find a power shield.

10. Two Enforcers await you by the doors. Head through either one: They both lead to the same area, and each staircase down has another Enforcer standing on it. Press the green button at the bottom of the stairs to turn off the emulsifying flesh press unit. Turn around and walk into the next area.

11. Go down the hall to the elevator and ride it up. An Enforcer stands just to the left at the top. Drop him, and then follow the corridor to the right to the next door. Nail the three Light Guards inside and wander over to the green button. Press it to shut off the bio-compression chamber. On the far side of the machinery you'll find Bullets and some Health.

Caution

Take care here. When you press this button, as with the others, the room will shake for a few seconds. You can get knocked into the slime beyond the button if you don't back away quickly.

12. Go back through the door and take care of the Gunner who's appeared here. Turn left and jump out to the platform now hanging over the slime directly ahead. Jump across to the next door and go through.
13. Yet another Gunner waits behind this door. Follow the corridor to the next room, where several Machine Gun Guards wait (at least one stands on the lower area). Press the green button on the platform with you to shut down the enemy processing unit, the plant's final machine. A Light Guard will enter from the door behind you as you hit this switch.
14. Go through the door the guard came from and look left. There's an open space at the far end of the short hall here. Walk over and wait for the elevator to come up to your level. Stand on it and run through the corridor at the bottom. Press the button by the door to open it and return to the room you started this level in. Your computer will be updated, telling you to return to the Receiving Center. Do so.



The Receiving Area Finish

Primary Objective: Shut down alien Processing Plant.

Secondary Objective: Find entrance to Power Station.

Enemies: 26 (5 remaining)

Goals: 3 (0 remaining)

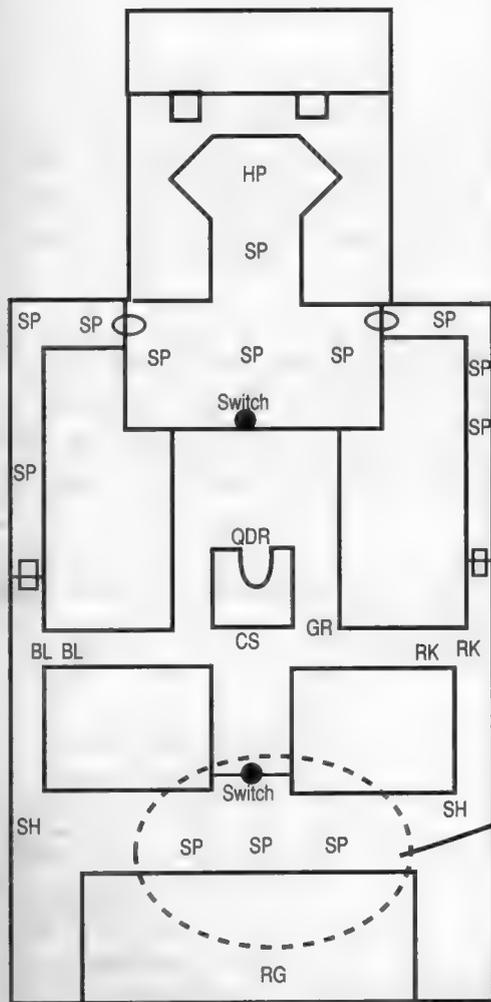
Secrets: 4 (1 in this area)

1. Walk forward and take the first right.
2. The floor of this area is fatal if touched. Two platforms move through the middle of the room. Jump to the closest one, and when it nears the second platform, jump over to it. As you do, a Machine Gun Guard will pop out of the floor on the platform in front of you. Drop him, and then jump across to the platform. Go through the opening.
3. Head down the narrow corridor and pass through the door. This area holds a pair of Icaruses who'll be alerted to you when you walk in. Nail them, and then drop some grenades to take out the Enforcer waiting at the bottom of the stairs. After that, go down the stairs. Watch out for the Flyer who'll attack as you reach the bottom.
4. Walk around the central structure to the far side. An alcove to the right holds the exit button. Press it to transport to the Power Station.

Tip

One of the protrusions across from the exit area is hollow. Shoot the symbol at the back and return to the stairs. As you walk around, keep your view to the right. The area into the large central structure is open. It holds Health and Shells.

Sudden Death



Map Key

Weapons and Ammo

SG Shotgun
 SSG Super Shotgun
 MG Machine Gun
 GL Grenade Launcher
 RL Rocket Launcher
 HP Hyperblaster
 RG Railgun
 BFG BFG10K
 SH Shells
 BL Bullets
 GR Grenades
 RK Rockets
 AP Ammo Pack
 CL Cell
 CG Chaingun
 SL Slug

Health Items

FA First Aid
 MK Medkit
 SP Stimpack
 AP Adrenaline Pack
 MH Mega Health

Armor

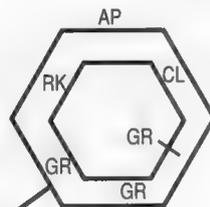
AS Armor Shards
 FJ Flak Jacket
 CS Combat Suit
 BA Body Armor

Points of Interest*

SA Secret Area
 * See Walkthrough for Details

Other Items

QDR Quad Damage Rune
 ES Environment Suit
 IR Invulnerability Rune
 RB Rebreather



Sudden Death

Primary Objective: Shut down alien Processing Plant.

Secondary Objective: Find entrance to Power Station.

Enemies: 0

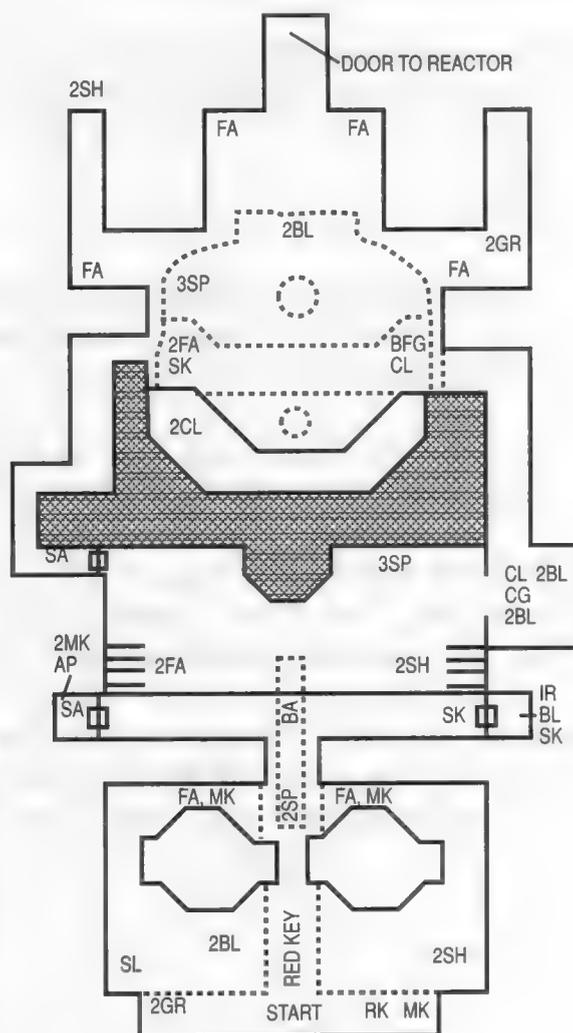
Goals: 0

Secrets: 0

1. Sudden Death's only object is to collect as many items as you can. You have 25 seconds to run around before you transport back to the Receiving Center bridge, so make your time in here count.
2. Run forward through the door on the right. Follow the curve around to the next room. Avoid the stairs and go through the door on the left.
3. Take the first left and check out the alcove in here for a Quad. Run back around and go left down the hallway for the Power Shield. Go through the door, turn right, and head down the stairs.
4. Follow the path into the next room. Stomp on the floor switch to drain the lava. Grab what you can while the lava drains; then jump down and get the Railgun. This is about all you have time for on this secret level.



Power Plant



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Hub 6: Power Station Power Plant



Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Find Reactor. Expose Reactor core.

Enemies: 24

Goals: 2

Secrets: 2

1. You'll start on a high ledge containing some Health and ammunition. Look down and spot a massive cybernetic guardian patrolling the ground below. Drop a few grenades on him. This will alert a Berserker from the other side of the long bridge. Take him down, and then continue working on the guardian. When he expires, cross the bridge.

2. On the other side of the bridge, three more Berserkers will attack. Pass them and take either the right or the left passage (they both lead to the same place). In the next room, two Iron Maidens will pop out of depressions in the floor as you descend the stairs. Take them out, and then go through the orange door on the right side of the room.

3. Blow up the crates and grab the ammunition and weaponry. Then head down the passage to the left. Take out the Berserker in the hallway and go to the trapezoidal door. Beyond are two more Berserkers and three Icaruses. Take them all out; then return to the orange door.

TIP

If you go down the left side, look straight up and shoot the flickering blue light by the opening into the main room to reveal a nearby crawl space hiding Health and Adrenaline.

4. Two more Iron Maidens guard the area. Drop them, and then head through the small opening to the left as you enter the room from the orange door. Grab the Armor and drop down the hole in the floor. An elevator will catch you and carry you back up to the top. Step off. As it descends again, jump and land on it and run out through the opening at the bottom.

5. Climb the ladder ahead. You're now in the area that held the massive guardian at the start of the area. Search for some ammunition. More importantly, find the Red Key, the first goal in this area. Descend the ladder again and return to the elevator. Ride it up and step off.

6. Mount the stairs to the right and turn left. The alcove where the second set of Iron Maidens came from is open now, and it holds an Invulnerability Rune.





7. Go back through the orange door and all the way to the room at the end. Stand by the opening in the floor and wait for the flame to stop shooting up. Drop down and run off the central platform. A Gladiator and a Berserker wait in this room. Jump to the tan platform, which will rise to reveal the entrance to the Reactor. Head through the doors to this next area.

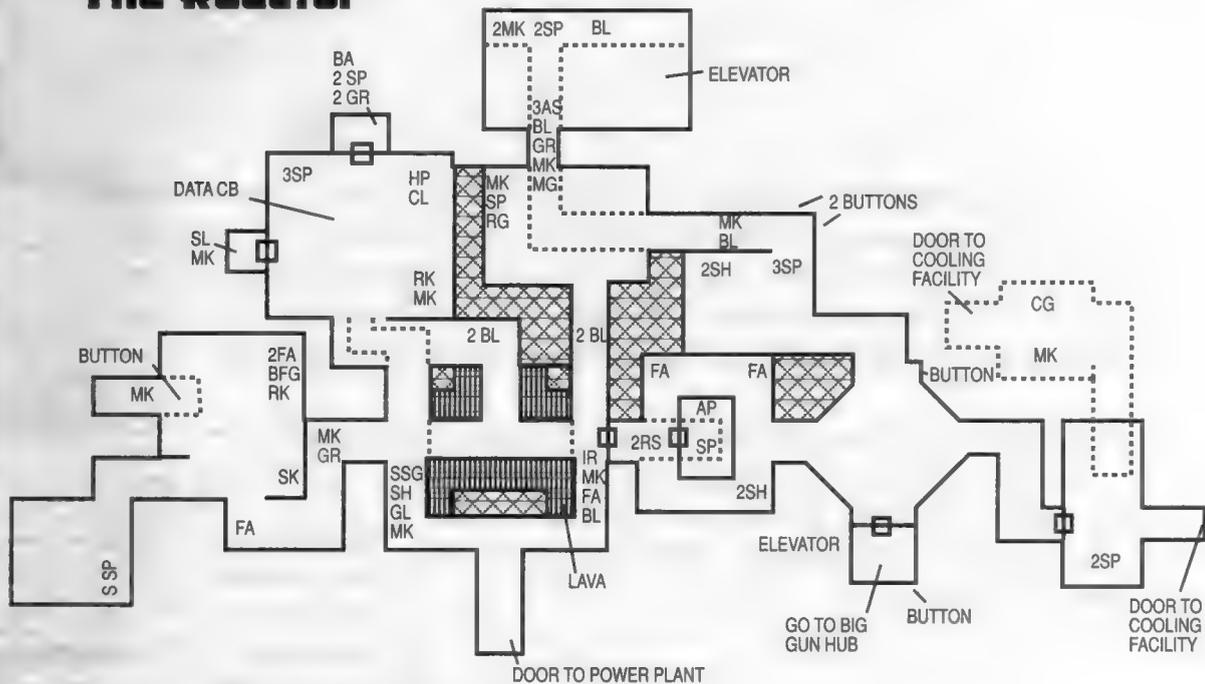
8. Outside the windows, three Flyers will move in for the kill. When they're gone, explore the area and find a BFG10K. Hop onto the windowsill, jump across to the platform, and go through the doors to the Reactor.

TIP

There's a massive Secret Area that can make this battle easier. Go down the stairs from where you grabbed the Invulnerability Rune and shoot the barrels in the rear-left corner. This will destroy a large section of the wall. A Berserker will attack. Ride the elevator up and take out the next Berserker; then drop the Gladiator guarding the area at the end of the narrow corridor.



The Reactor



Map Key

Weapons and Ammo

- SG Shotgun
- SSG Super Shotgun
- MG Machine Gun
- GL Grenade Launcher
- RL Rocket Launcher
- HP Hyperblaster
- RG Railgun
- BFG BFG10K
- SH Shells
- BL Bullets
- GR Grenades
- RK Rockets
- AP Ammo Pack
- CL Cell
- CG Chaingun
- SL Slug

Health Items

- FA First Aid
- MK Medkit
- SP Stimpack
- AP Adrenaline Pack
- MH Mega Health

Armor

- AS Armor Shards
- FJ Flak Jacket
- CS Combat Suit
- BA Body Armor

Points of Interest*

- SA Secret Area
- * See Walkthrough for Details

Other Items

- QDR Quad Damage Rune
- ES Environment Suit
- IR Invulnerability Rune
- RB Rebreather

The Reactor

Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Find Reactor. Expose Reactor core.

Enemies: 57

Goals: 3

Secrets: 1

1. Your initial entrance is blocked by a pair of Gunners patrolling at the end of the corridor. Drop them with a few grenades as they wander out of view; then march forward to the T intersection. Go left.
2. Go through the portal to the right and drop the Gladiator standing there. Two more stand on the platform across the way; take them down with your Railgun. When you shoot from the bridge, you may alert a pair of Berserkers from behind the door at the end of your ledge. Take them down, and then go through the door.
3. If the Berserkers haven't attacked already, they will now, and a third waits around the corner inside the door. Move to the next room, where you'll enter on a high platform. Drop the Berserker here, and take out the one charging up the stairs. Go down the stairs to the next level, which will give you a good view of an Iron Maiden and a Gunner. Take them out with grenades.
4. Run down the slope and face another Gunner and another Iron Maiden. Grab the variety of items, including a new Hyperblaster. Walk through this room's exit and drop the Gunner waiting here; then turn around and reenter the room.

5. It is likely the bars guarding the data CD have been knocked down in the fracas. If not, toss a few grenades onto the bars to knock them back, and go grab the CD. This will release some new enemies. From the alcove with the CD, lean out to the right and nail the Gladiator. Two more Iron Maidens will attack from the middle platform. Drop them and run up the slope to collect the Armor and ammunition they guard. Go up the stairs and through the door, back to the bridge. Run all the way over to the door on the opposite bridge. Before you open it, train your view down and drop some grenades on the Gladiator. This will alert three Flyers.

6. Beyond the door are another Berserker and another Gladiator. Drop them both and wait. A Gladiator will march into view in the distance. Drop him and move into the room. Stop when you're under the bridge: You'll have a hard time finding a good angle of attack on some enemies above. There's a Railgun in the rear-left corner.

7. Carefully walk through the hall with the horizontal blue beams. If the beams hit you, you'll take damage, but they aren't constant. As the closest beams stop, move into the hall and nudge forward as the next set of beams drops. When you get near the end, wait and toss in a few ballistic surprises for the three Gunners and the Gladiator waiting here. When you do enter, run to the right and hop up on the elevator to get to a higher ledge. You can snipe from here.

8. Walk along the bridge. This will alert a trio of Flyers. As you start taking them down, your fire will bring in a Berserker from the next area. Get the items at the end of the bridge, and then look down its length to the next area. You'll likely spot a few enemies who fired at you from above earlier. Move forward carefully: The first set of alcoves contains a pair of Iron Maidens, some Health and some Armor Shards.

9. Continue walking on the bridge, taking out the remaining enemies. Grab the Machine Gun and enter the next room. Stand on the platform at the back and hit the switch to drop the elevator to the next area.

10. Exit the elevator and drop the pair of Berserkers and the Gladiator; then explore the room. Follow the exit out to the orange door. Open it and nail the Gunner. This is your first view of the actual Reactor in the center of this area. Press the green wall button on the left. Now turn around and return to where you started this area. (You may have to press the wall button to bring the elevator back down in the first room after the orange door.)

11. Return to where you grabbed the CD and go through the door on the bottom level. Follow the corridor to the orange door at the end and go through. Turn left and exit the door at the end of the bridge.

12. Shoot the pair of Berserkers in this room; then go around the central pillar and out the door on the far side. You're back at the Reactor, on the ground level this time. Move in, and note what's in the area. The elevator to your right leads to the entrance to the Big Gun area, the next unit. Avoid it for now. Go through the opening on the other side of the Reactor and into the tunnel. Two Gunners will stand in your way, and a third guards the entrance to the cooling facility. Drop them all and head for this area.

Caution

Be extremely careful around the water where you fight the two Berserkers and the Gladiator. It's more toxic than anything you've encountered so far in *Quake II*.

TIP

Shoot straight ahead as you open this door at the end of the bridge. It will open a Secret Area. Climb the ladder and grab the Adrenaline, then turn and jump over the gap to get the Armor Shards. Near the Armor Shards, open the back wall. This will take you to the bridges at the start of the level. Jump down and go back through the orange door.

Note

To avoid some fights, you can simply drop down to this area from where you pushed the green button. However, you'll need to get rid of all resistance on this level to complete it.

Cooling Facility

Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Activate cooling pump to lower coolant around Reactor.

Enemies: 39

Goals: 2

Secrets: 3

1. Collect the goods in the room, and then drop down the hole. Crawl through this tube until you spot the Gladiator on the floor in the next area. Drop grenades on him until he splatters. If you can, lean out and deal with the two Gunners here before dropping into this room. There's one on either side of the room's portal entrance.

2. Jump down and gather the useful items on the ground floor; then mount the stairs. Don't go through the door at the top yet, though. On the second stair from the top, wander onto the platform that runs around the room. You'll find a number of useful items, including grenades, a Chaingun, and Shells. You'll also find a red button. Press this to open up a large section of the floor. Now go back to the stairs and go through the door at the top.

3. You'll be clearing this area to make it easier when you come through again later. Two Berserkers wait in the hallway, and at the top of the stairs you'll face a Gladiator and three Gunners, two of which stand on the other side of a small stream. Hit them all, and then jump the stream to collect the Shells and Health there. Return to the stairs and go back to the large room at the start of the level.

TIP

The Dopefish: After you destroy the reactor, return to the Cooling Facility before you go to the Big Gun. Find the pools that are outside. A new door has opened in one of the pools. It leads to an area with a post with a crack in it. There he is.

TIP

The first time the water slide tilts down, look ahead. You'll spot a ladder leading down. Follow it and explore the area to find the first secret, a cache of Health, Adrenaline, Bullets, and grenades.

4. As you enter the room, you'll attract the attention of three Icaruses. Deal with them, and then drop to the floor. Turn around and back into the large crevice and take out the three Technicians. Move to the ledge surrounding the stream and walk to the right, to the small alcove. Collect everything you need, and then leap into the water and let the current carry you.

TIP

Run all the way to the end of the ledge and get the Rockets. On your way back, walk close to the edge and train your view down. Next to the rising platform, you'll spot a Megahealth on a lower ledge. Jump down to get it, and then drop into the water and stand on a platform to return to the door.

TIP

The final secret is on the floor in this area. Destroy the wall near the crates to find a Railgun, a Quad, and some Armor. You can only do this after pressing the button mentioned in #8.

5. You'll pass a bend in the water slide, into a room with three Iron Maidens—two on the left and one on the right. You can hop out of the water and fight them if you wish—they guard a Hyperblaster—but the fight is difficult, especially with all the exploding barrels in the vicinity. Let the water carry you into the large room.

6. Hop onto a rising platform and let it carry you to the top. A trio of Berserkers guards the ledge. Drop them all, and then head through the door.

7. Run over to the coolant area. You'll pass three Gunners on the way. Inside the room wait another Gunner and an Iron Maiden. Drop them and spin the pressure wheel to get the pump working. Jump onto the crates and then atop the pressure valve. Jump off onto the platform at the top.

8. Shoot the pair of Iron Maidens on the ledge, and then jump over. Press the wall button to finish off your goals for the cooling facility. Jump onto the crates and use them to leap onto the pistons. From there, get to the high bridge that spans the room and go through the door on the right.

9. A Gladiator and an Icarus block your path to the next elevator. Drop them both. Then ascend in the elevator at the end of the hall. Take out the Gladiator stomping back and forth across this room. Then turn and drop the pair of Gunners to the right in the distance. Jump into the moving water and let the current carry you.

10. Just after the water slopes down, you'll return to the area you cleared out at point 3. A new Gladiator and a pair of Icaruses wait there. Fight them if you wish, but it's wiser to jump out of the water to the left and head down the stairs. Fall into the hole in the floor and explore the area fully to grab the useful items. The exit door here leads back to the Reactor.

Back to the Reactor

Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Go to toxic waste dump. Activate pumping stations.

Enemies: 57 (9 or 10 remaining)

Goals: 3 (1 remaining)

Secrets: 1 (0 remaining)

1. Grab the Chaingun and the Health, and then follow the tube until the floor drops away. Fall down and take the path through the tunnel to the right. Follow this around the Reactor until you come to the orange door. Open it and cross the bridge to the opening on the other side.

2. Follow this corridor until you spot the Iron Maiden at the bottom of a set of stairs. Here the corridor ends, and an opening leads into a large, open-ceilinged room. Go in and take out the next Iron Maiden. Mount the stairs and claim the BFG; then back up. Five Flyers will spot you. Take them out promptly.

3. Drop onto the yellow ground and take out the Iron Maiden standing in the doorway. Run through this opening.

4. Follow the corridor until it ends in a room with a row of Stimpacks along the left wall. Grab them and jump into the hole, which will take you to the toxic waste dump.

Note

There may be a Gladiator guarding this opening. If there isn't, you wasted him the last time you were in the Reactor.

Toxic Waste Dump

Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Proceed to pumping stations. Activate stations one and two.

Enemies: 61

Goals: 2

Secrets: 2

1. Get the Stimpacks and Shells, and then walk forward on the walkway. Attract the attention of the Berserker, and then retreat and jump over to the small island holding the Hyperblaster and drop him from here. Go back to the path and continue along it to the end, battling through three Machine Gun Guards and a Gunner.

2. Jump over to the ground right of the path's end and take the elevator to the right up to the ledge. Move around to the left, walking carefully by the door so as not to open it. Grab the Grenade Launcher, and then return to the door and open it. Behind the door wait a couple of guards, two Iron Maidens (one of whom stands on a high platform), and three Berserkers, all of whom stay hidden until you enter the room. Take out what you can from the doorway, and then move in and attract the Berserkers. Check out the ground floor, especially under the stairs and behind the wall, for some hidden supplies. Then destroy the barrels on the stairs and climb them.

3. Go down the ledge and take out the Shotgun Guard and attract the attention of the Tank blocking your path. A pair of Gunners stands on a high ledge ahead, beyond the Tank. Drop them, and then ride the elevator up to their platform. Grab the Armor and go through the opening.

Tip

To find both secrets on this level, run past this left turn, right at the two guards. Slay them both and grab the Environment Suit. Wear it and jump down into the slime off the path here. Drop under the slime and turn right. Swim forward into the alcove and grab an Invulnerability Rune, Adrenaline, and Armor Shards. Swim back to where you dropped down and surface, turning left. Now run forward under the walkway all the way to the end, ignoring the branches. Run down the slope and all the way to the back. Here you'll discover another suit, more Armor Shards, and some Energy Cells. Run back up the slime slope and jump off the side. You'll return near the start of the toxic waste dump.

4. Around the first corner, a door opens to reveal three Berserkers at dangerously close range and a matched set of Iron Maidens in the distance. Get through them and charge forward, grabbing the Railgun. Turn the next corner and drop the Gladiator and the two Gunners.

5. Now run forward and turn down the first branching corridor to the left. You'll run past a pair of Iron Maidens and two Icaruses down the first right turn, and you'll also avoid two Shotgun Guards at the far end of this path. In the area you run to, you will face another Gladiator and two Gunners. Kill them all.

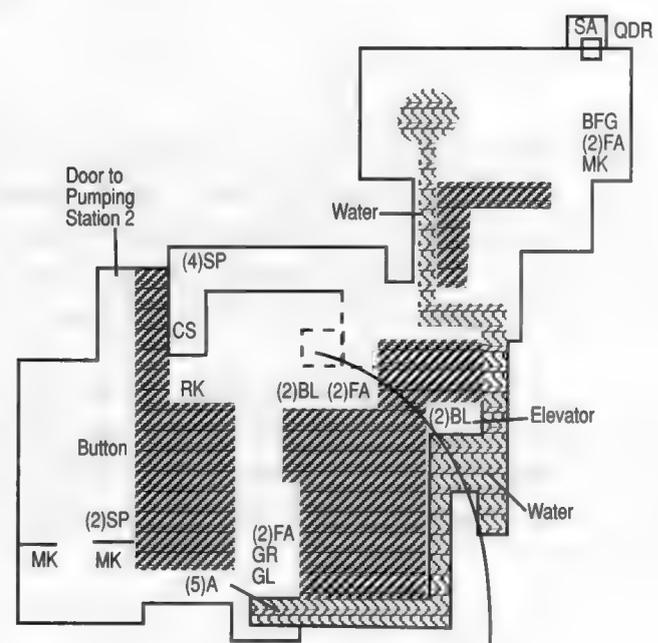


6. Turn left and blow through the broken column. If you destroyed the barrels in this room, the column is likely to be broken apart already. Run in and hit the wall switch at the back. Turn around and run forward into the alcove ahead. The large opening in the floor leads to Pumping Station 1, but you must face a pair of Icaruses before you drop down.

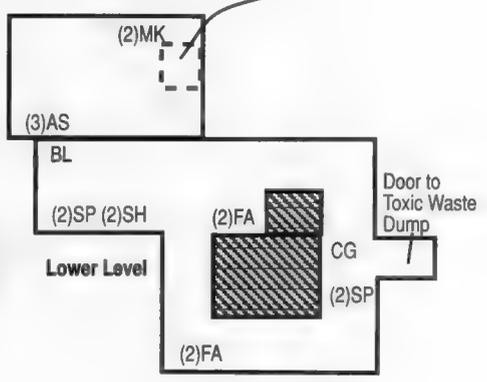
7. Drop through the opening and take out the two Gunners on the ground level. Go down the path and around the corner to the right, wasting the Gunners standing on the ground floor on either side of the stairs to the exit. Once they're gone, mount the stairs and make your way to Pumping Station 1.



Pumping Station 1



The two levels are connected by an elevator.



Map Key

Weapons and Ammo

- SG Shotgun
- SSG Super Shotgun
- MG Machine Gun
- GL Grenade Launcher
- RL Rocket Launcher
- HP Hyperblaster
- RG Railgun
- BFG BFG10K
- SH Shells
- BL Bullets
- GR Grenades
- RK Rockets
- AP Ammo Pack
- CL Cell
- CG Chaingun
- SL Slug

Health Items

- FA First Aid
- MK Medkit
- SP Stimpack
- AP Adrenaline Pack
- MH Mega Health

Armor

- AS Armor Shards
- FJ Flak Jacket
- CS Combat Suit
- BA Body Armor

Points of Interest*

- SA Secret Area
- * See Walkthrough for Details

Other Items

- QDR Quad Damage Rune
- ES Environment Suit
- IR Invulnerability Rune
- RB Rebreather

Pumping Station 1

Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Proceed to pumping stations. Activate stations 1 and 2.

Enemies: 34

Goals: 1

Secrets: 3

1. Move forward, grabbing the Chaingun and looking right. Slay the Gunner in the corner, and then turn left. Launch a few Grenades down the corridor to the left to take out the Gunner and the Shotgun Guards standing here; then head down the left side.
2. Moving down the left corridor gives you an excellent angle on the Gladiator in the next room. Dust him and move in. Just inside the room, head left behind the crates to avoid fire from the Gunner on the stairs (and to get the Stimpacks hidden there). Continue along the wall and nail the Gunner on the stairs and the other just around the crates. Move to the stairs.
3. In the room up the stairs, two more Gunners wait, one on either side of the door. You can damage them tremendously by targeting the barrels they stand next to; this also reveals some Armor Shards. Get the shards, and then move to the elevator on the right wall.
4. The area at the top of the elevator is a tough one. Four Shotgun Guards and a Berserker attack from your level, while from above and directly behind the elevator a pair of Gunners will rain down grenades. Stay out of the Gunners' way and drop what's on your level; then move on through the doorway ahead and left of the elevator platform.

TIP

All three secrets are tied to this room. For the first, turn around as you enter and shoot the flickering yellow light, on the right side of the doorway as you face it from inside the room. Jump on the crates to your left and grab the Adrenaline. (Don't blow up the barrels in here or you won't be able to get this stash.)

The next two secrets are much longer and more involved. Look up as you walk into the room. The pipe on the far wall is cracked at the top. Shoot it and jump onto the crates near the pipe. Jump through the crack and let the water current carry you to an open room with a pair of Technicians. Ride the elevator up and out of the water, run across the platform, getting the Adrenaline, and drop off the end into another water-filled tube. Ride this out to a courtyard.

5. This next room holds only a Berserker. Dust him; then move in and around the corner to the right.

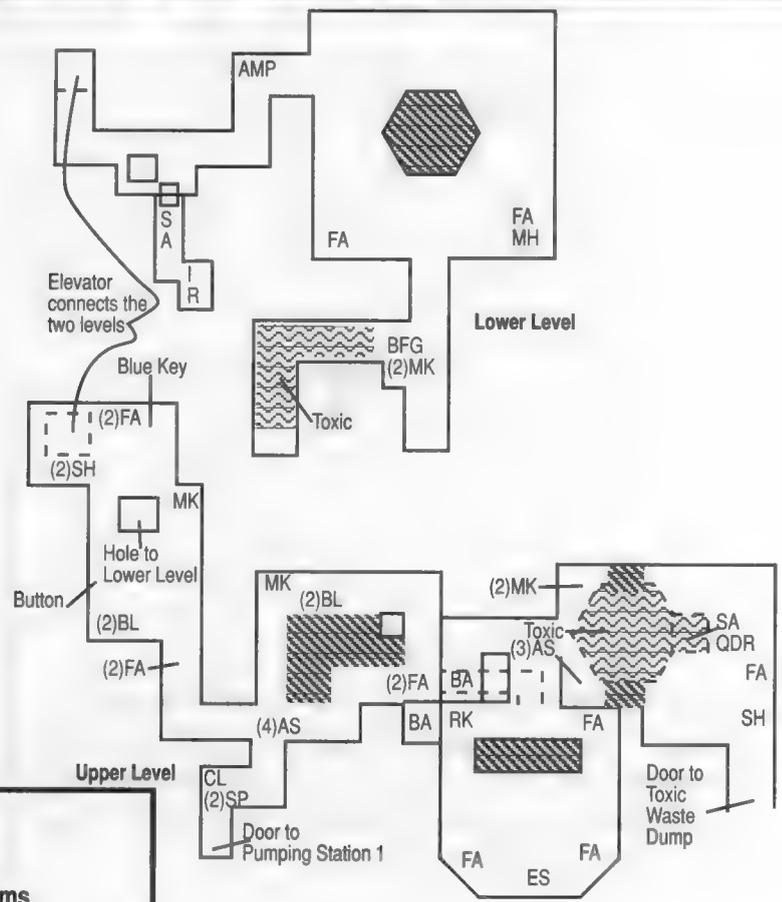
6. Around the corner wait two Gladiators and two more Gunners. Move in and take them down, running forward through the doorway on the right, and into (believe it or not) the last room in Pumping Station 1.



7. Inside this final room are two Gunners, a Gladiator, and a Berserker. Move in and press the red wall button on the right to activate the pumping station; then walk forward through the exit door and on to Pumping Station 2.

TIP

For the third secret, shoot the grating that appears in the water in the courtyard. Then jump out of the water and train your view up. Above the first grating, high on the side of the wall, is a second grate. Shoot this to open a secret compartment holding a Quad Damage Rune. Take care as you explore this area, because you may attract the attention of a sizable pack of Flyers. Get the Quad, and then go through the door. A Gladiator and a Gunner will guard the path. This corridor ends in another door leading to the catwalk holding the Gunners and four Shotgun Guards. If you explore this ledge, you'll find Stimpacks and Combat Armor.



Map Key

Weapons and Ammo

- SG Shotgun
- SSG Super Shotgun
- MG Machine Gun
- GL Grenade Launcher
- RL Rocket Launcher
- HP Hyperblaster
- RG Railgun
- BFG BFG10K
- SH Shells
- BL Bullets
- GR Grenades
- RK Rockets
- AP Ammo Pack
- CL Cell
- CG Chaingun
- SL Slug

Health Items

- FA First Aid
- MK Medkit
- SP Stimpack
- AP Adrenaline Pack
- MH Mega Health

Armor

- AS Armor Shards
- FJ Flak Jacket
- CS Combat Suit
- BA Body Armor

Points of Interest*

- SA Secret Area
- * See Walkthrough for Details

Other Items

- QDR Quad Damage Rune
- ES Environment Suit
- IR Invulnerability Rune
- RB Rebreather

Pumping Station 2

Pumping Station 2

Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Proceed to pumping stations. Activate stations 1 and 2.

Enemies: 43

Goals: 2

Secrets: 4

1. Run forward and around the corner to spot a Gunner and a Gladiator. Take them both down, and then run up the ramp, because a Gladiator will start taking potshots from a high ledge behind you. Round the corner at the top of the ramp and drop the pair of Berserkers before moving on.

2. Around the corner is a pair of doors. The one on the left requires the Blue Key to open, so head through the opening to the right.

3. Beyond this opening, the path will lead you through a Gunner, a Gladiator, and another Gunner. This Gladiator is the one who fired at you from earlier from above the ramp. Get the Armor Shards he guards and walk forward around the next corner.

4. Open the octagonal door and drop the pair of Shotgun Guards here. More serious is the pair of Tanks standing in the middle of the room. Deal with all four enemies, and then run in and press the red wall button on the left to start the pumping station.

TIP

Fire at the rear wall between these doors and claim the Combat Armor in the alcove.

5. Shoot the barrels in the room to open up a crevice in the floor. Look down and start dropping grenades: There are six assorted Machine Gun and Shotgun guards and a pair of Technicians. Drop down when the resistance has stopped for the most part and finish cleaning out this room. You should land on the walkway here, not in the slime.

TIP

Look around on the floor here. On one wall you'll spot a vague outline of a door. Shoot it and jump into the revealed corridor to get the Invulnerability Rune at the end.

TIP

Secret Area: If you have an Environment Suit, don it and run down the slime-filled corridor where the Technicians attacked from. At the end, you'll get Adrenaline and Stimpacks.

6. Turn right and run down the path. Grab the ammo pack and turn right. Down this part of the path, you'll fight a pair of Gunners. Climb the ladder next to the large, square column in this area and run along the ledge to grab a Megahealth. Continue down the path until you get the BFG10K in a room with a trio of Technicians guards.

7. Turn around and follow the path again. Go all the way to the other end and go up the elevator.

8. Your entry into this next room is an unpleasant one, thanks to the two Gunners. Shoot the barrels, and then finish off the Gunners. Run to the end of the room and snag the Blue Key. Drop down into the room where you switched on the pumping station. Run through the door at the other end and return to the Blue Key door. Open it and shoot the Berserker beyond.

9. Move forward to the room with the slime pool. A menagerie of Shotgun Guards, Berserkers, and Gunners will attack. Jump across the pool (you'll probably fall in; the jump is a long one) and go through the exit at the end, back to the toxic waste dump.

10. If you wish, before you leave, explore the corridor to the right of the room with the exit door. You'll find Berserkers, Gunners, and Technicians, and a large amount of ammunition. If you jump into the slime behind the ramp, the tunnel around the back leads to more items, including Armor. You can destroy the gate at the back to get to a ledge overlooking where you grabbed the BFG10K.

TIP

Secret Area: If you jump into the slime, sink down and grab the Quad Damage Rune in the small alcove before surfacing.



Toxic Waste Dump, Part 2

Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Proceed to Reactor core. Kill all resistance.

Enemies: 61 (roughly 25 remaining)

Goals: 2 (1 remaining)

Secrets: 2 (0 remaining)

1. Walk forward and grab the BFG10K. Turn to your right and fire it at the Tank standing here. It should take him out, as well as the two Berserkers in the room. Go down the stairs and collect the items you need; then mount the ramp and continue forward.
2. Walk up the ramp and into the alcove to the left. Press the red button, fulfilling the second goal in this area. A pair of Icaruses here assaults you, as well. Pressing the button also lifts a bridge to the opening in the left wall.
3. Get ready for a tough firefight. Barricades have been erected along the length of this walkway. Behind each waits a guard of some sort, mostly Gunners. You must either jump over or walk around these barriers, all the while dodging fire and returning some of your own. Although the barricades make hitting your enemies more difficult, they also afford you some level of protection, because you can duck when you aren't shooting.
4. Make your way along the walkway. As you reach the main hall, look down the branch to the right to deal with the Gunner there. This branch leads to where you found the door to Pumping Station 1. Pass it by and take the first branch to the left.
5. This area is heavily guarded with four Iron Maidens and some Icaruses. Battle your way through them and go through the door at the end, back to the Reactor.

Finish

Primary Objective: Infiltrate and destroy Strogg Main Reactor.

Secondary Objective: Proceed to Reactor core. Kill all resistance.

Enemies: 57 (1 remaining)

Goals: 3 (1 remaining)

Secrets: 1 (0 remaining)

1. Walk forward and step on the floorplate to create a bridge over to the staircase. Walk down the stairs and through the opening.

2. Walk up the stairs and around to the opening. The bridge that used to be there is gone, replaced by slime, but the edges along the sides are still in place. Stand on this ledge and run across to the orange door.

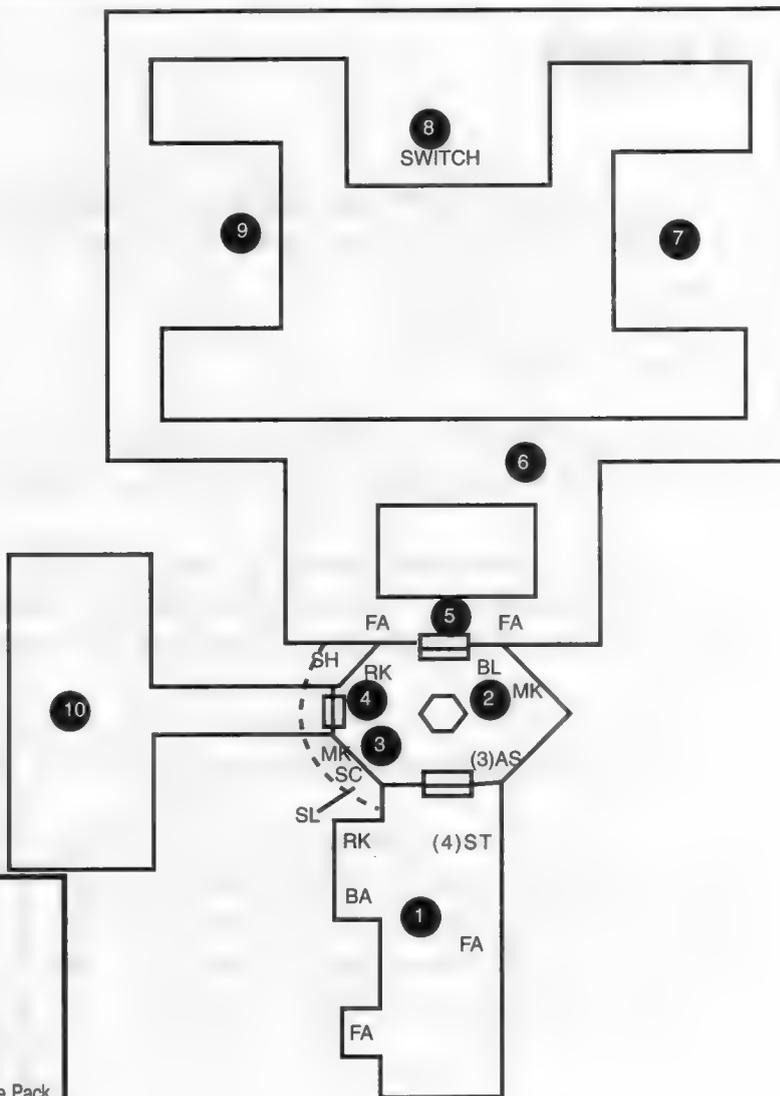
3. Walk down the corridor to the floor of the Reactor. As you step into the room, it will explode, fulfilling this unit's primary objective.

4. Run to the right and stand on the elevator. Take it up and go through the newly made opening. The door at the end leads to the next unit—the Big Gun area. Flip the switch and the floor will give way, depositing you in the next unit.

Caution

Because the facility is currently shaking itself apart, wait for the rumbling to stop for a moment before trying this run. If one of the tremors hits while you're crossing on the narrow ledge, you'll be thrown into the slime.

Big Gun



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Re-Breather

Hub 7: Big Gun

Disabling the Big Gun

Primary Objective: Destroy Big Gun.

Secondary Objective: Destroy all resistance.

Enemies: 12

Secrets: 0

It's time to destroy the Big Gun. You were probably expecting a complicated ordeal, but what you'll get instead is short and sweet—no nonsense and no secret areas. The Big Gun unit consists of exactly one level, and it's a small level, at that. Destroying the Big Gun isn't terribly difficult if you keep your cool and avoid obvious risks. Be prepared to run like hell!

1. You start out in a darkened room. Run around the room, picking up several Stimpacks from a corner, a case of rockets from the floor, and a suit of Combat Armor from the top of some crates. (You have to jump to get it.) There are also a number of First Aid Kits, handy if you're still injured from the last mission. When you're through picking up gear, go through the room's only door.

2. Past the door you'll find a roughly octagonal room with tall windows and a balcony. In the center of the floor is a massive laser that periodically rises, fires a short energy burst, then descends back into a pool of poisonous water. Collect the armor shards and bullets on the far side of the room; then proceed toward the lift at Point 3. Avoid the laser and its surrounding pool, as well as the locked door at Point 4.

3. At the top of the lift you'll find a box of slugs. You're now on a balcony overlooking Point 2. As you walk along this balcony, you'll trigger a security alarm when you get near the vicinity of Point 4.

4. Whether you're up on the balcony or down on the main level, you'll trigger an alarm when you get near Point 4. When the alarm goes off a Strogg Insectoid will burst from the floor near Point 2, and a trio of Flyers will burst from the wall simultaneously. Kill the Flyers first and then concentrate on the Strogg Insectoid. You'll find that the Strogg Insectoid likes to hover in place and slowly pivot toward you, firing either a high-powered chain gun or a rocket launcher. Keep strafing from one end of the balcony to the other, firing high-powered ordnance (preferably rockets) all the while. The Strogg Insectoid's rockets are slow and thus relatively easy to dodge; plus, thanks to its slow turn speed, you can often get in a few shots as it labors to get you in its sights. After you've dished out a remarkable amount of abuse, the Strogg Insectoid will die. Go pick up the case of rockets on the main level near Point 4, as well as anything else you've missed in this area.

5. Open the door leading to Point 5 (it's the only door you can currently open), pop your head in, and immediately back up. Kill the pair of Machine Gun Guards who appear.

6. Take the right-hand corridor to Point 6. Here you'll find a big laser firing a steady red beam horizontally into a tunnel. Avoid the beam; it's instant death. Instead, hang a right and proceed to the nearby lift.



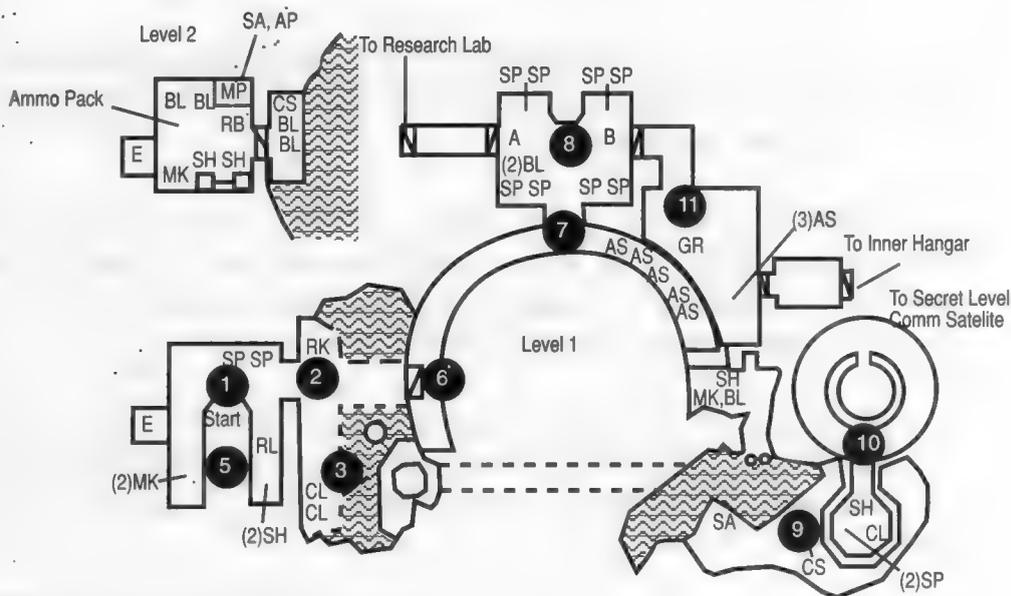
7. Go up the lift and advance to Point 7, a recessed area where four Machine Gun Guards await. Two are immediately visible, and two will appear from around a corner. Blast them all.

8. Proceed past Point 7 to the control room at Point 8. Here you'll find, among other things, a window overlooking the laser at Point 6. Near the window is something we like to call the Big Red Button. Ignore the button for now, instead looping around to Point 9.

9. This room is identical to the one at Point 7. Kill the two Machine Gun Guards here. At this point you can press [F1] and note that you've killed all 12 enemies on this level. Congratulations! You get an A+ for thoroughness.

10. Now go back and press the Big Red Button at Point 8. Then run as fast as you can back to Point 4. A countdown timer starts ticking the instant you press that button, so speed is of the essence. You'll find the door near Point 4 is now open, allowing you access to the one-way End of Unit Complex at Point 10. Run into the big tube to depart the area.

Outer Hangar



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Hub 8: Hangar

Outer Hangar

Primary Objectives: Close Main Hangar bay door. Destroy Black Hole Generator.

Secondary Objective: Find a way into the Main Hangar bay installation.

Enemies: 28

Secrets: 3

1. You start out in a small room with some Stimpacks, Health, a Rocket Launcher, and some Shells. Pick up everything you can, and note that there are two exits from the room—a door and an elevator. Also check your Field Computer and note both your primary and secondary objectives.
2. Go out the door to 2, a ledge above a murky moat. You'll find a Gunner here, and a pair of Icaruses overhead. Kill the Gunner and Icaruses, ducking back into the room at 1 for cover, if necessary. When the Icaruses die, a pair of Flyers will appear in their place. Kill the Flyers and 2 will be clear. Pick up the Rockets and Energy Cells scattered across the ledge.
3. Step on the floorplate at one side of the ledge and a bridge will slide across from 2 to 6. Stand on the bridge but don't cross it completely. Instead, look over the edge at the water below. Whip out your trusty Blaster and start firing at the Barracuda Sharks there. This will take awhile but you're in no hurry, and the Blaster has unlimited ammunition.

4. When you can no longer see any Barracuda Sharks, jump into the water. Kill any remaining Barracudas, climbing up onto the raised area at 4 if necessary. Then swim to the underwater propeller nearby and shoot the fuse next to it until it explodes and the propeller comes to a stop. Climb out of the water and note the door leading back toward 1 on your map. Climb out of the water and approach this door. You'll find Bullets and Combat Armor here. (Also, if you jump over the big pipe you can find a few Armor Shards.) Next, open the door to find a room with three Enforcers and a Gunner inside. A great tactic is to lure them out of the room, jump behind the pipe where you found those Armor Shards, and lob grenades at the bad guys.

5. Inside the room where the Enforcers and Gunner were, you can find a Rebreather, Shells, Bullets, Health, and an Ammo Pack atop some crates. Also, if you jump over the big pipe next to the spot where you found the Rebreather, you can get an Adrenaline power-up. The little nook with the Adrenaline counts as a Secret Area.

6. Ride the elevator up to the spot where you started the level. Then go through the door and cross the bridge you extended just a few moments ago. Go through the door on the other side of the bridge. You'll find yourself in a long hallway with Enforcers bearing down on you. Dispose of the first four Enforcers you encounter, slowly proceeding down the hallway. Eventually you'll see a fifth Enforcer. Kill him and run back toward the bridge. A Medic has been released from a hidden compartment near the door to the bridge. Kill the Medic and take the Medkit from the compartment he emerged from.

7. Proceed to the end of the corridor and collect some Armor Shards. Now return to 7, where a doorway opens into a blue-lighted room with a Tank inside. Kill the Tank and enter the room.



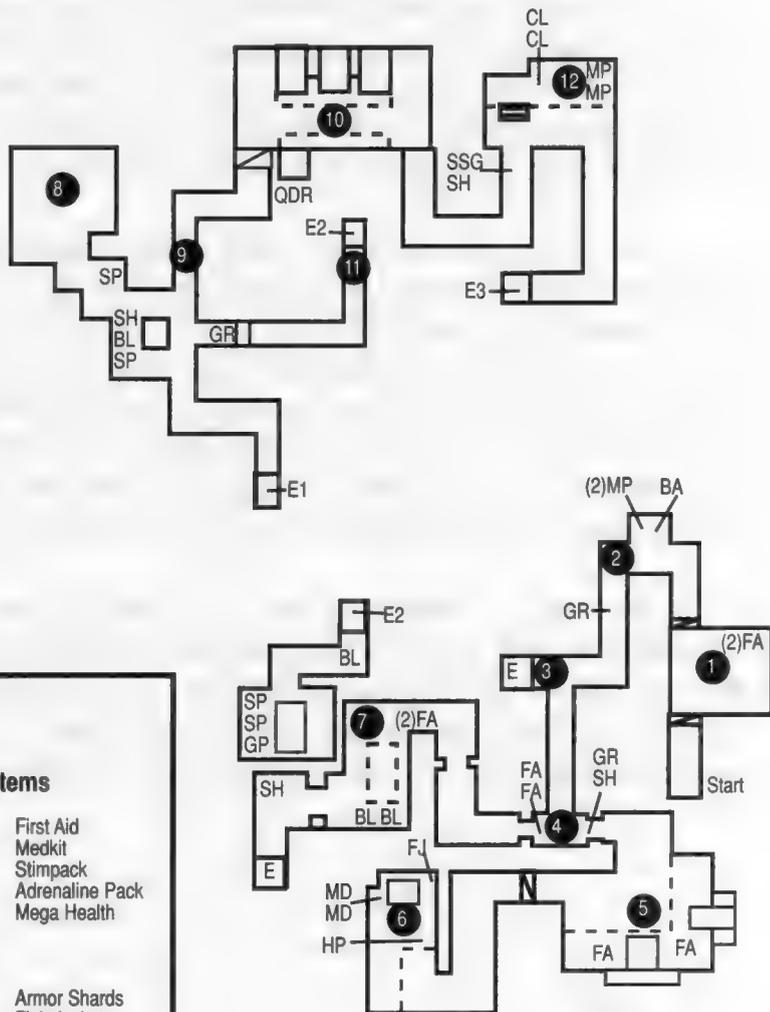
8. Inside, collect the Bullets and Stimpacks. Note the scanner in the center. Walk up to (and press) the big button on the front of the scanner. You'll learn you need a Tank Commander's head to deactivate the blue force field on the right side of the room. Now walk through the room's only door and down a corridor to the Research Lab—or continue with these next few steps to reveal all remaining parts of the outer hangar. (Skip to the Research Lab header if you don't want to continue exploring here.)

9. You can reach a new section of the outer hangar in either of two ways: Follow the hallway near 7 to a dead end and shoot the dead-end wall to open a secret door revealing the new area, or jump off the bridge near the start of the level and swim through the watery tube behind the underwater propeller. (Just make sure you destroyed the propeller's fuse first, or you'll get sucked in for a messy death.) Regardless of which way you go, you'll find some Icaruses in the new area, and Barracudas in the water. Collect all the gear when the coast is clear. This place counts as a Secret Area.

10. Go through a doorway in the new area to enter a circular hallway patrolled by a Tank. Kill or avoid the Tank and walk into the blue goo at the other end of the hall. You'll be sucked up into the sky to Comm Satellite, this unit's secret level. It counts as a Secret Area. Refer to the end of this unit's walkthrough for details on beating the Comm Satellite.



Research Lab



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Research Lab

Primary Objectives: Close Main Hangar bay door. Destroy Black Hole Generator.

Secondary Objectives: Locate the Repair facility and steal the Tank Commander's head you find there. Return to the Hangar and use the Commander's head to gain further access.

Enemies: 43

Secrets: 1

1. (Continued from 8 in "Outer Hangar.") You emerge at 1 in the Research Lab. Check your Field Computer. Your secondary objectives have changed. Also note the insane prisoner wandering around in this area. Many prisoners like him roam the Research Lab; you can kill them for Slugs. For now, ignore the prisoner and press the computer console in this room. This opens a door and allows three Parasites to rush in. Kill the Parasites.

2. Go through the newly opened doorway and into a corridor. Follow it to a grenade Launcher. As you approach the Launcher a wall will burst open behind you and three Parasites will attack. Do the best you can to kill them and get the Combat Armor and Health hidden in the compartment they emerged from.

3. Farther down the corridor you'll find two Iron Maidens standing in front of a blue force field. Kill them and continue down the corridor.

4. At the end another pair of Iron Maidens wait. Kill them and get the Shells, grenades, and Health on the ground nearby. Note the two doors here.

5. Take the left door into the area marked '5' on your map. This is a dark laboratory with humans lying on slabs. A pair of Iron Maidens rise from the floor shortly after you enter. Kill them and hop up onto the slightly raised area to collect Health. Note that you can press the computer keyboards near each slab to activate Lasers and kill the hapless humans on the slabs. This is completely gratuitous; it's just something for sick minds to ponder.

6. Leave via the other door (the one you didn't enter through). Kill the two Parasites beyond this door and then go through a second door into the small room beyond. Kill the three Brains here, collect a Hyperblaster and Body Armor, and press the computer keyboard nearest the exit. This causes a Blue Key to rise from the floor. Take it. Note that pressing the room's other keyboard kills a human prisoner but performs no useful function.

7. Return to 4, where a pair of Parasites will burst from the ceiling to attack you. (Watch for—and kill—a Medic you'll probably find wandering the halls along the way.) Proceed down the hall to a room with a big pane of glass in the floor. You'll find another pair of Parasites here, as well as a Medic. Kill them all, take the Bullets and First Aid in the room's corners, and leave via the door you didn't enter.

8. At the end of the corridor you'll find an elevator. Grab the Shells along the way and hop inside. Press the down button. At the bottom, kill the Brain and Parasite that attack you and keep moving forward, collecting a few scattered Stimpacks, Bullets, and Shells. Kill another Parasite and veer left, looking for a computer. When you find it, press the keyboard to activate a maintenance bridge elsewhere that soon releases a Medic you must gun down.

9. Proceed down this corridor. You'll encounter a trio of Brains. Keep looking over your shoulder as you blast 'em, as two Parasites are unleashed behind you if you walk too far down the hall. You should be able to kill the Brains without releasing the Parasites.

10. The hallway terminates at a door to a maintenance area, where the translucent bridge you just activated spans a pool of reddish fluid. There are two red buttons in alcoves near the bridge. You must leap to and then activate each to deactivate force fields elsewhere in the level. Before you go, note the prisoners behind bars next to the bridge. Look closely and you'll see that one set of bars is cracked. Fire repeatedly at those bars to break them and gain access to a small Secret Area with a Quad Damage Rune and some ammunition. Then turn around and head back the way you came.

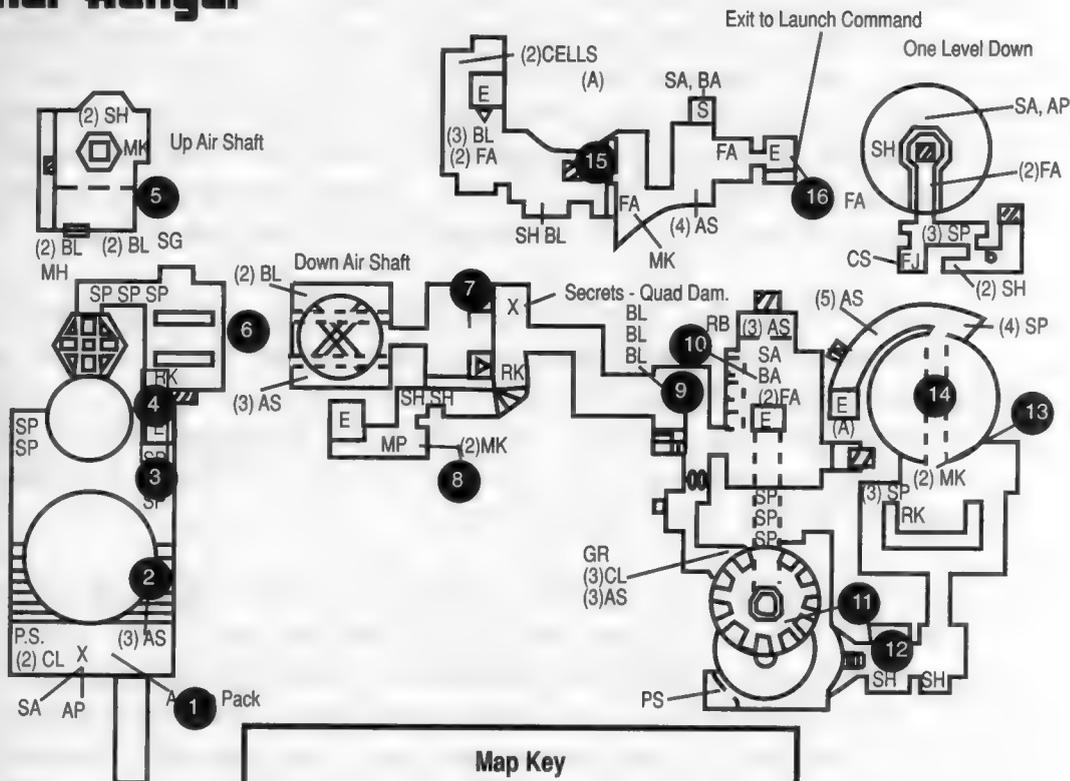
11. Find an elevator that was previously guarded by a force field. (It's accessible now because you disabled the force fields.) Go up to a little room where a disassembled Tank Commander lies on a slab. On a dais nearby you'll find the Commander's head. Grab it. Use your Field Computer, and note that your secondary objective is now to return to the Hangar and use the Commander's head to gain further access.

12. Return to the maintenance bridge and follow the corridor on the other side. Pick up a Super Shotgun and Shells along the way. You'll come to a room containing two prisoners in glass tubes. Collect the Energy Cells on the floor. If you're feeling mean, activate the computer console and kill the prisoners. You may now go back to the main level via either of two elevators. One lies beyond a door here that you haven't passed through; the other lies far back (it's the elevator you initially descended in). Regardless of which way you go, your goal now is to return to 1 and get back to the Outer Hangar. Here are a few extra facts:

- Three more Parasites will appear if you go back to the translucent maintenance bridge.
- There may be a Medic at work upstairs, and a pair of new Iron Maidens will appear between 3 and 4 as you try to leave.
- Two more Iron Maidens await you at 1.

Go back through the door at 1 to return to the Outer Hangar. You'll reappear at 8 on the outer hangar map.

Inner Hangar



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Outer Hangar

11. After reappearing at 8, approach the scanner at the center of the room and push the scanner's large button. This drops the nearby blue force field. Go through the dropped force field after checking the Field Computer and noting that your secondary objective is now simply to move to the Main Hangar bay installation. The corridor beyond the force field leads you to a room with two Enforcers. Kill them, collect the nearby Armor Shards, and go through the portal leading to the Inner Hangar.

Inner Hangar

Primary Objectives: Close Main Hangar bay door. Destroy Black Hole Generator.

Secondary Objective: Locate the hangar control and close the Main Hangar bay door.

Enemies: 44

Secrets: 5

1. You start out in a small alcove.

2. Move beyond the alcove to a platform where two stairways lead down to a main floor we'll call the Killing Floor. Kill the pair of Gunners who rush you when you arrive, and collect the Ammo Pack, Armor Shards, Energy Armor, and Energy Cells (if you jump on the crates). Blow up the central section of the large computer (it's cracked and throwing sparks) to reveal a Secret Area containing Adrenaline.

3. Take the stairs down to the Killing Floor. A pair of Brains and a pair of Berserkers patrol here. Cautiously descend the stairs and deal with these foes individually. A pair of Icaruses will burst from the wall near 2 after you kill the second Berserker. Dispatch them. Then wander the floor, picking up Stimpacks from corners and atop crates. As you do, another pair of Berserkers will emerge from a wall compartment. Kill them and take the Shells inside the compartment. Go through the room's only door.

4. A short tunnel leads to a vertical shaft with a fan at the bottom. Walk over the fan and it will blow you upward to another level. Upstairs is a room with two Icaruses, a window overlooking the city, and a computer console. Kill the Icaruses, press the console to deactivate the fan, and collect the Shells and healing items. A Berserker guards a suit of Combat Armor on a lower level of this room.

5. Go through a door near the Combat Armor to emerge on a balcony overlooking the Killing Floor. Collect the slugs and Bullits up here, and another Berserker will pop out of the wall. Kill him, and then jump down to the floor. Note that you can get back up by jumping on crates stacked near one side of the balcony.

6. Proceed back to the fan and you'll be able to drop down to its level rather than getting blown skyward. Follow a corridor from this small room to another room where a Gunner awaits you. Kill him and another Gunner will pop from the wall. Collect the Rockets in the corner and press the big wall button to retract two panels in the floor. These open, revealing a huge revolving mixer below. Jump down to the catwalks above this mixer and collect the Armor Shards and Bullets on a nearby ledge. Then drop down into the mixer itself and let it rotate until you see a short hallway. Walk a few steps into this hallway, but no farther. You don't want to enter the next room prematurely.

7. From the short hallway you can see into a room with a pair of ramps leading up out of the shallow water to a raised area. On the left side of this raised area are three huge, stacked drums. Look closely! After killing the lone Icarus that will descend to attack you (remember, stay back and don't enter the room yet), shoot the rightmost drum. It explodes to reveal a Quad Damage Rune. (This counts as a Secret Area.) Then rush forward and up the ramp, grabbing and activating the Quad Damage Rune as quickly as possible. Hose down the enemies that descend on you—including a pair of Berserkers rising from the water, a Gunner perched on a high ledge, and a pair of Gunners running in through a hallway. Collect the Rockets and grenades when everything is dead.

8. Climb a short set of stairs to find some Shells, a Gunner who drops from the ceiling (watch out!), and an elevator leading all the way back to the Killing Floor. Don't take the elevator now; just note that it's there. It's handy in Deathmatch!

9. Take the hallway leading from the Quad room, and be careful: A wall compartment will open behind you as you go, releasing a pair of Berserkers. Kill them and proceed to a balcony overlooking a huge stone block that slides back and forth endlessly through shallow water. Kill the Icarus here, and then descend a short staircase into the shallow water below. Proceed into a larger room where another stone block slides back and forth. Kill the two Icaruses floating in here. Also, note that there's a Secret Area in the water below the big ledge in this room. A little underwater maze down there holds numerous items, including a Bandoleer and Armor.

10. Go back up the little stairway at 9 and jump off the balcony onto the first stone block. From this block, jump to the second block in the larger room. Jump from the second block to a ledge. Press a button on the ledge to raise a ladder to the ledge, and to make a third stone block start sliding across the floor. Then leap back onto the second block and jump from it onto the third (new) block.

Now jump from the third block to a second ledge, this one containing a Rebreather, some Armor Shards and a button. Press the button to make a series of new ledges sprout from the wall and activate a lift that continually rises and falls. Jump back to the third block, from there to the newly sprouted ledges, and from them to the lift. Ride the lift to the ceiling, where you can enter a long tunnel.

11. Go through the tunnel and fall into the hole at the end. You're now in a small compartment looking out over what we'll call the Gear Room—a huge room dominated by two huge, spinning gears. Two Icaruses float here, and there's a Gunner on a high ledge. Jump out onto the gear ahead of you and kill these three enemies. Then jump to the ledge where the Gunner stood and collect all the ammo there. Jump back onto the gear you were just on and fall from this gear onto the room's lower gear. From there you can jump to an alcove in the wall that contains a Energy Armor. Jump down into the water when you've got the armor.

12. Down at water level, there are only two places you can go. A small tunnel leads back toward those big stone blocks you had to jump on, and a short stairway leads up toward new territory. Take the stairway, killing the Gunner who runs out to greet you. In the hallway beyond two more Gunners and a Berserker wait. Another Berserker and Gunner lurk even farther into the tunnel.

13. The tunnel leads to a big open window overlooking a massive vertical shaft—the Main Hangar! Walk up to the edge of that window and look out into the shaft. Specifically, look up—to see a huge Strogg insectoid floating in the sky. Immediately it will descend and attack. Retreat from the window and kill the insectoid by strafing back and forth past the window, lobbing grenades, or firing Rockets on every pass. The insectoid is unwilling to come through the window, so you're safe.

14. When the insectoid is dead, drop out of the window onto the circular platform at the base of the hangar. Walk onto the floorplate in the center of the platform to extend a bridge overhead. Then jump into the water and

swim around the platform. Underwater, you'll find an opening that leads to a hidden Adrenaline power-up. This counts as a Secret Area. Then get back on the platform, follow it inside, and collect the Combat Armor you find there. Kill the Gunner there, grab some miscellaneous gear, and press a button that causes a ladder to rise from the floor. Climb the ladder back up to the window you shot the insectoid through. A bridge now leads out of the big window, across the hangar.

15. Follow the bridge to the other side. Collect the Armor Shards and Stimpacks in the hallway beyond, and press a button to summon an elevator. Ascend in the elevator to a room with a big lever in the floor and a window overlooking the hangar. Kill the two Gunners here and collect all the gear from the floor. Throw the lever and watch the hangar doors close. This may or may not cause a Berserker and a Brain to appear from behind a door and attack. Kill them if they appear.

16. Go through the door the Berserker and Brain attacked from. Follow the corridor and kill another Berserker; eventually you'll find a big elevator. Just before passing through the yellow-trimmed doorway leading to the elevator, shoot the wall to the left to reveal a Secret Area containing Body Armor. Take it, board the elevator, throw the elevator switch, and you'll find yourself in a new level: Launch Command.



Launch Command

Primary Objectives: Close Main Hangar bay door. Destroy Black Hole Generator.

Secondary Objective: Proceed to surface.

Enemies: 33

Secrets: 2

1. You start in a courtyard near the Black Hole Generator, which looks like a big revolving gyroscope. Rocket jump (that is, jump, and then quickly fire a Rocket into the ground, thus propelling yourself farther up and back than you normally could leap) to the platform the Black Hole Generator sits on. (This may take a few tries if you're inexperienced.) Jump off on the other side of the platform to collect a BFG and ammunition. Then climb up the nearby ladder, return to the spot where you started the level, and duck into the nearby door. Kill the Gunner who attacks soon after.
2. The corridor leads to a large open area with a pair of Iron Maidens and doors to the right and left. Dispatch the Iron Maidens and take the left door.
3. A pair of Tanks guard the entry to this chamber, at the center of which is a huge tank of coolant. You must use grenades, Rockets, and hit-and-run tactics to kill them. Do this without venturing too far into new territory, or you'll encounter more enemies. Lead the Tanks back out to 2 instead. Once the Tanks are dead, sneak out into the main floor of 3 and kill the pair of Gunners there.
4. An Iron Maiden and a Gladiator patrol the upper balcony overlooking the

coolant chamber. Kill them from below or ride up the elevator and kill them from their own level. Now you can approach a huge wheel mounted on the coolant tank on the upper level. Push the wheel to deactivate the tank. The lights will go out and you'll get the message, "Chamber 1 deactivated." Ride the elevator back down and backtrack to 2.

5. From 2, take the right door to a second coolant chamber identical to the one at 3 and 4. As before, you must kill a pair of Tanks at the door and a pair of Gunners on the main floor.

6. As before, ride up an elevator after killing the Gunners. Deal with the Iron Maiden and Gladiator on the balcony overlooking the coolant chamber. Press the big wheel on the coolant tank upstairs, and you'll get the message, "Chamber 2 deactivated."

7. To reach the central coolant area, ride up the elevators to 4 or 6, and then walk around the balcony until you find a door. Two Technicians and two Tanks initially inhabit this central area. Kill them. Once they're gone, you'll find that four doors lead away from the area: Two lead to 4 and 6 (where you've already been), and one is locked. Take the remaining door.

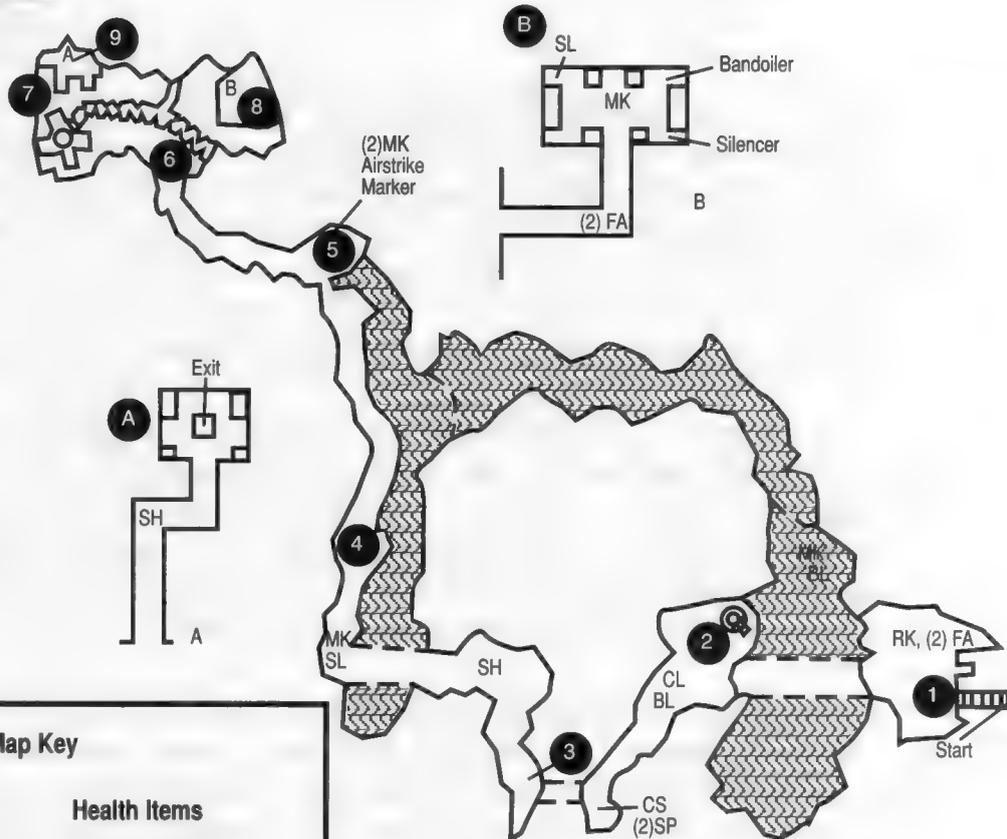
8. Behind that unexplored door you'll find a Gunner, two more Tanks and two Technicians. Blast them all and proceed into the blue-colored main coolant room beyond, where a huge turbine moves water through a pool in the floor and into massive tubes that cross the ceiling. An elevator lies to either side of this room. Ride up each of them to turn off the valves on either side of the coolant tank. This turns off the coolant that keeps the core CPU functional and unlocks a door near 7, giving you access to the computers.

9. Run back to 7, killing two Technicians along the way. Go through the previously locked door and kill the Gunner in the corridor beyond. Follow the corridor to a small room where four Guards oversee the massive computers in each wall. Kill the enemies and blast both computers, completing your primary objectives. Now get the hell out! (Note that there's a Energy Armor in the wreckage behind one of the broken computers.)

10. Go back to the main coolant room at 8. A force field that was active earlier has been dropped. Go through the newly opened doorway. If you go through the door at the end of this hall you'll find yourself in the Outlands. But if you shoot out the damaged pane of glass on the left side of the corridor leading to the exit, you can jump into a watery Secret Area packed with ammunition.



Outlands



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Outlands

Primary Objectives: Primary unit objectives complete

Secondary Objective: Launch systems destroyed. Force field disabled. Proceed to exit.

Enemies: 56

Secrets: 0

1. You start this level in an alcove opening at a short stairway. Go down the stairs to trigger the three Shotgun Guards at the base, then retreat and blast 'em. Venture out a little farther into the open (but not too far) to trigger two Machine Gun Guards and another Shotgun Guard.
2. An open area beyond the alcove contains a bridge you must cross. At the other side is a huge gun emplacement that fires Rockets. Run onto the bridge and dodge Rockets from the emplacement as you aim at the head of the Gunner operating the emplacement. Kill him and you needn't worry about it anymore. Approach the emplacement and kill the two Machine Gun Guards who appear from a nearby tunnel.
3. Enter the tunnel and pick up the ammo and Combat Armor there. Run back toward the gun emplacement and kill the four Flyers in the sky. Then venture back into the tunnel and slowly creep forward, killing the assortment of Machine Gun Guards, Shotgun Guards, and Enforcers that approach in a steady stream from the other side. Keep retreating into the tunnel to avoid getting blasted from the rear.
4. Proceed along the only available path. This carries you along a natural stone walkway that goes high above a river and up the side of a sheer cliff wall. Keep moving forward as the walkway curves past one Machine Gun Guard, then another, and then another. Cut them down as you go.

5. Eventually the stone walkway empties out into a clearing inhabited by multiple enemies. Retreat back along the walkway after these bad guys see you, and then cut them down as they approach you one by one. You'll fight three Machine Gun Guards and one Shotgun Guard. When all visible enemies are gone, go toward the clearing; two more Guards will appear from behind a ledge. Kill them and collect the air strike marker from the ground (it's a big white box).

6. If you're interested in killing everything on this level, shoot the Barracuda Sharks in the water and then take a swim to finish off the rest. But this isn't necessary. Instead, follow a natural tunnel through the rock until the water spills out in another canyon. This canyon has orange tubes snaking along the ground and two doors leading into reinforced concrete structures. Kill the trio of Flyers and lone Machine Gun Guard who greet you, and then move down into the canyon proper and kill the Gunners guarding each doorway.





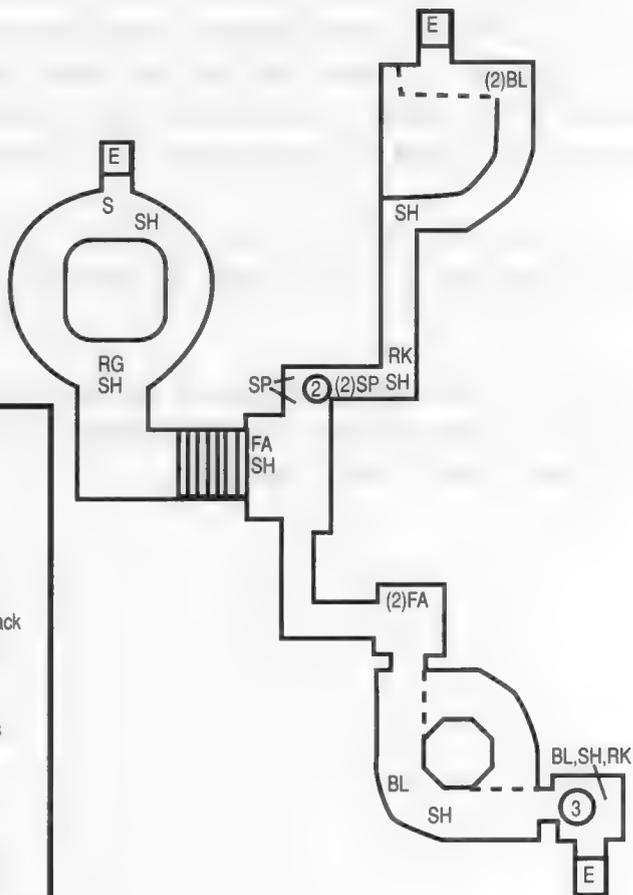
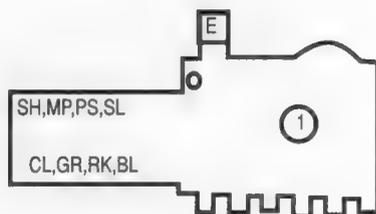
7. At the far end of the canyon lies a piece of machinery with an exposed circuit board. Walk up to this board; your air strike marker is placed there automatically. Get well back and kill the three Guards and lone Enforcer that stream out of a newly opened doorway. Kill them all and take shelter in the doorway, watching the fireworks as the air strike takes place.

8. Go through the newly opened doorway. Follow the corridor beyond into a small room and collect the gear (including Bandoleer and Silencer) hidden in the corners.

9. Return to the canyon and enter the other door, now also open. Kill the Gunner beyond and enter the small room at the end of the corridor. Press the Exit button and the level will end.

Comm Satellite

Floor 1



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

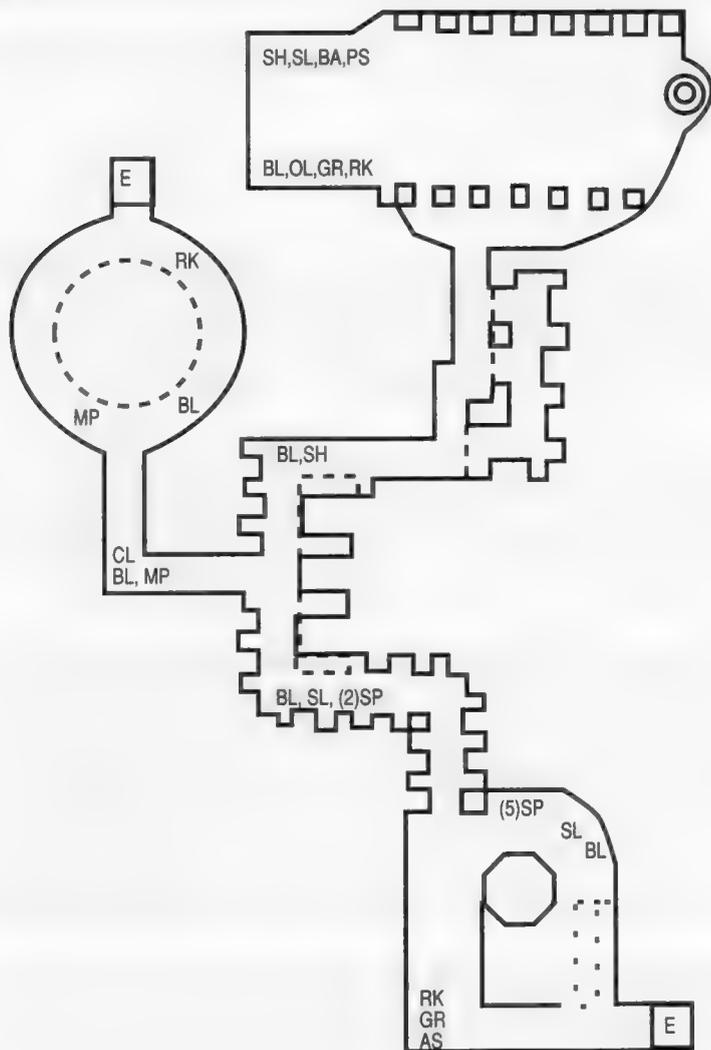
AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Comm Satellite

Floor 2



Secret Level: Comm Satellite

Primary Objectives: Close Main Hangar bay door. Destroy Black Hole Generator.

Secondary Objectives: Find and disable the Satellite's power core. Then to take out its communications dish.

Enemies: 43

Secrets: 2

1. You start out in a big room with lots of gear at one end. Press the room's lone computer console before grabbing the gear. This closes the airlock and prevents you from getting sucked out into the vacuum of space as you gather the gear. Take the room's only elevator when you're done.
2. Follow the corridor at the top of the elevator and dispatch numerous Flyers along the way, as well as a few Icaruses and a Technician for good measure. Note the force field to your right as you go—but just keep walking, even when the corridor turns from blue to yellow.
3. Eventually you'll reach another elevator. Just before ascending the elevator, though, backtrack a few paces and scan the floor. You'll see a void where you can jump down onto a beam—or, if you miss, fly off into space. If you wish to risk your life, you may jump or fall down onto this beam, and then jump to another beam, and then another, to collect a hidden Adrenaline power-up. This counts as a Secret Area. Jump back up after collecting it. (And yes, this is a whole lot of work and danger for one measly Adrenaline!)
4. Go upstairs and battle the horde of Flyers and Icaruses that greet you. Then walk all around this area and locate a big floorplate. Step on it and then shoot out the computer screen revealed in the nearby wall. This disables the power core. Now you must take out the satellite's communications dish.

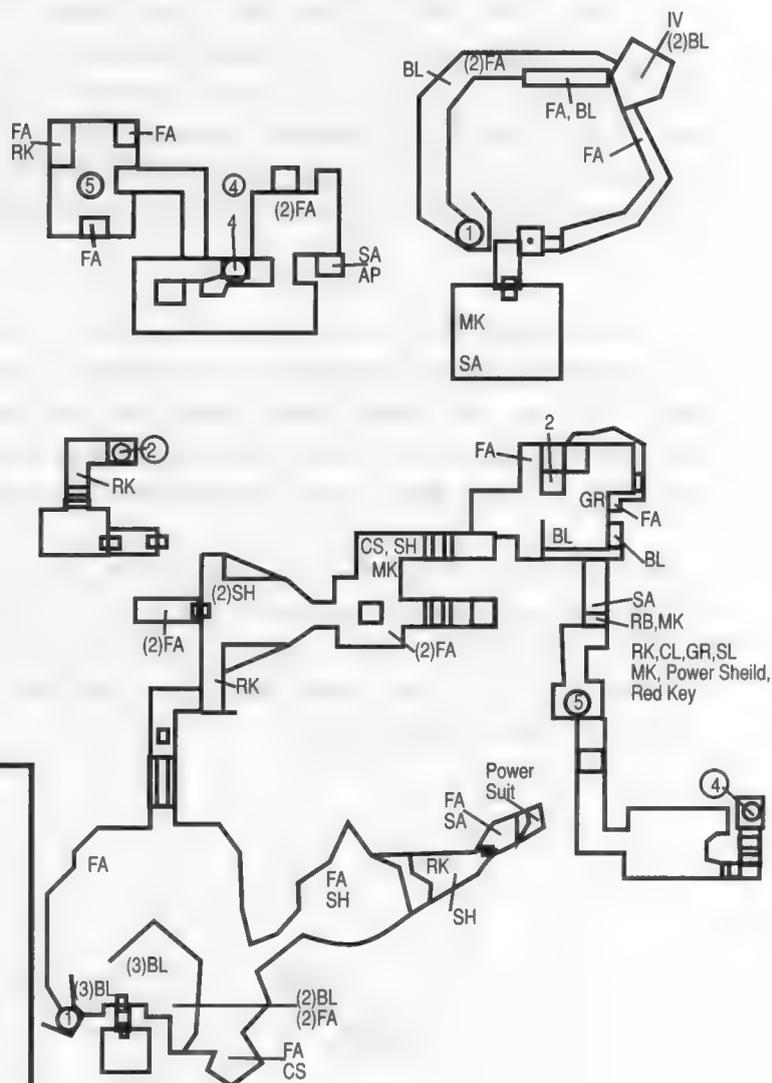
5. Exit this room through the lone door. Follow the corridor, killing Flyers and Technicians, to a yellow-bordered doorway on your left. Go through this doorway and enter the central communications dish dome. Kill the huge Strogg insectoid floating there and then jump to "head-butt" the four red ceiling switches scattered at regular intervals around this room. Press all four ceiling switches to destroy the communications dish at the center of the room.

6. Go back through the door you entered the room by and follow the corridor beyond into new territory. Kill the Flyers you encounter and stop just before you get to a door. Turn right from the door and use your Blaster to light up the dark area. An Adrenaline rests in an alcove down there, and it counts as a Secret Area. Take it and proceed through the door.

7. Past the door is another bay that looks almost exactly like the one you entered the satellite through. But this is a different one, and contains new enemies. Kill the Flyers, Icaruses, and Technician here, use the console to close the bay door and collect some gear, and then hop into the blue tube to get back to the outer hangar.



Outer Courts



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline
Pack	Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Hub 9: The City

Your battle with the Strogg will reach an entirely new level in The City, where you'll fight your way through a devious and intricate series of palaces. There are only three levels in this unit—the Outer Courts, Lower Palace and Upper Palace—but they're so big, complex and laden with detail that it will feel like more. You'll scurry back and forth through these levels many times to retrieve valuable items and deactivate the multicolored force fields guarding important points.

Further complicating matters is the fact that numerous portals lead to the same level. For example, there are two ways to reach the Lower Palace from the Outer Courts, and two ways to reach the Upper Palace from the Lower Palace.

These levels are so intricate we can't cover every little detail in the following walkthrough. A walk-through with all that detail would be long and complex and probably a little confusing. Instead, we'll point out the essentials and the Secret Areas, but leave it up to you to explore. Do yourself a favor and take the time to figure out how all the rooms and levels connect.

Outer Courts

Primary Objective: Neutralize Strogg leader's communication system.

Secondary Objective: Find a Data Spinner hidden somewhere in the Outer Courts.

Enemies: 66

Secrets: 5

1. You start in an alcove with only one door leading out. Prepare for an epic battle outside! Note your current secondary objective.
2. A courtyard outside contains a whole army to fight—tons of Icaruses, guards, and several Gladiators hidden in caves. After killing them all, investigate the two small caves nearby. Get all the gear inside, and shoot

the fractured wall in the lava-filled cave to reveals a Secret Area with a Power Shield. Then climb up on the ridge circling the entire courtyard. Follow it to a floorplate next to an Invulnerability Rune. Take it and step on the floorplate to open a gate below. Keep following the ridge until you're above the spot where you entered the level. Do a little exploring and you'll find a button. Press it to open a Secret Area near 1. You can now drop off the ridge and go back to the spot where you started the level to find this new area and claim the goods. Don't forget to look for a long, narrow ridge you can walk across to find more goodies.

3. A newly opened gate leads to new territory, but watch out! The bridge falls to reveal deadly lava whenever you approach. Wait until the bridge is done collapsing, and note that the edges are still intact. You must always be careful to approach this bridge slowly and cross it by walking on either edge.

4. Proceed into a second courtyard populated by Icaruses, Guards and Tanks. Kill them all, making sure to trigger another wave of enemies by approaching the blue-crested gates. (A Power Shield may be useful here.) Then retreat to the first courtyard and kill the Medics just released, as well as any creatures they've managed to reanimate. Climb back up on the ridge that circles this courtyard, and follow it as far as you can—past even the button that opened the Secret Area—to find that the door to a lofty cave has retracted. Go inside to find a Secret Area filled with healing items.

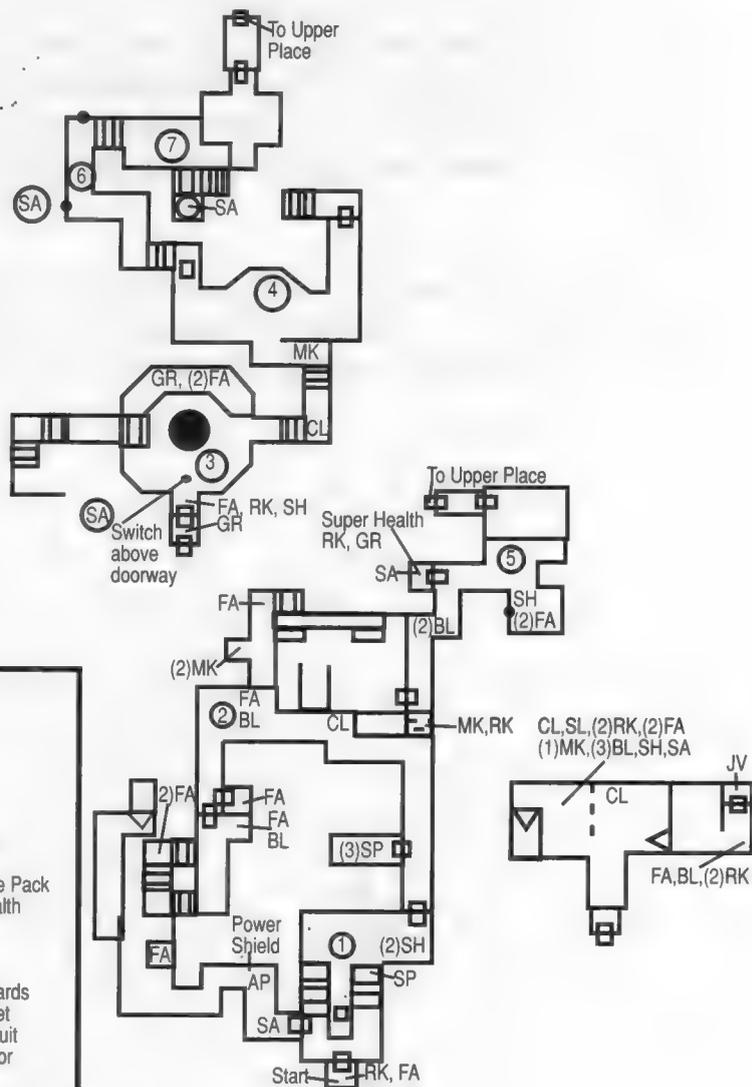
5. Go through the main palace entrance and kill the Tanks roaming the corridors. Hang a left instead of going straight to reach a large cavern filled with several Icaruses and a Gladiator. Kill these enemies and leap into the water below. Swim down the long underwater corridor, observing your surroundings carefully and noting the small cache guarded by a red force field along the way, above the surface of the water. This place will be significant later. For now, continue to an underwater gate blocked by debris; shoot the debris and then continue. Beyond the gate a propeller will push you up to a higher level.

6. You emerge in a cavern filled with Guards and a Gladiator. Ascend the spiraling ramp, killing everything in your path. At the top of the ramp is a chamber with two guards. Kill them and take the Data Spinner from a wall niche. Then shoot the wall next to the niche where the spinner rested to reveal a hidden floorplate. Step on it to reveal a Secret Area with Adrenaline and a button. Take the Adrenaline and press the button to extend a sliding bridge just outside this room that allows you to get back to the cavern at 5 easily.

7. Back in the cavern, two lifts lead out of the water. Take the smaller one, which leads to a narrow corridor containing guards and Gladiators. Kill them all and proceed through the red doors into the Lower Palace.



Lower Palace



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Lower Palace

Primary Objective: Neutralize Strogg leader's communication system.

Secondary Objective: Find communications laser Data CD in Upper Palace

Enemies: 69

Secrets: 6

1. Kill the guards in the room where you appear. Destroy all the barrels, thus blasting away a wall grate and revealing a space you can crawl through. Don't go in there now, but later (after you've killed most of this level's enemies) you can follow this path to a Secret Area containing Adrenaline and an Energy Armor. Better yet, you can climb several ladders in the area beyond this grate and eventually reach a spot containing an Invulnerability Rune. An additional Secret Area lies next to the Invulnerability Rune, which is plainly visible but guarded by a force field. You must disable the Palace's yellow force fields before you can get at it.
2. Go down a corridor, past a corridor guarded by blue laser beams and a green-trimmed door. (Don't walk into those blue beams!) Kill several Brains and Technicians you find along the way. Eventually you'll reach a red force field. Left of the force field is a room with a computer that deactivates all red force fields in the unit. Press the console to do so, and then go back the way you came and return to the outer courts.

Outer Courts

8. Near 7 in the previous level is a Secret Area previously guarded by a red force field. It's underwater, near the beginning of the long tunnel that eventually leads to the Data Spinner area. Swim to this spot and take the gear inside, including a Red Key that's important later on. Then go back to the Lower Palace, either by the path you just took or through the red doors in the entry hall near 4. (These doors were guarded earlier by a pair of Tanks in a narrow hallway.) The second path is preferable, but either will do.

Lower Palace

3. This is a long entry hall that terminates in a single blue column with a Quad Damage Rune spinning on top. A portrait of the Strogg leader graces the wall behind the column. If you took the second path to the Lower Palace you'll show up here immediately. If you took the first path, you can run along the corridor and get here eventually. Kill the swarms of guards and Berserkers. Then shoot the wall-portrait of the Strogg leader, turn around, and shoot the other portrait (near the ceiling). This causes the Quad Damage Rune to fall and counts as a Secret Area.

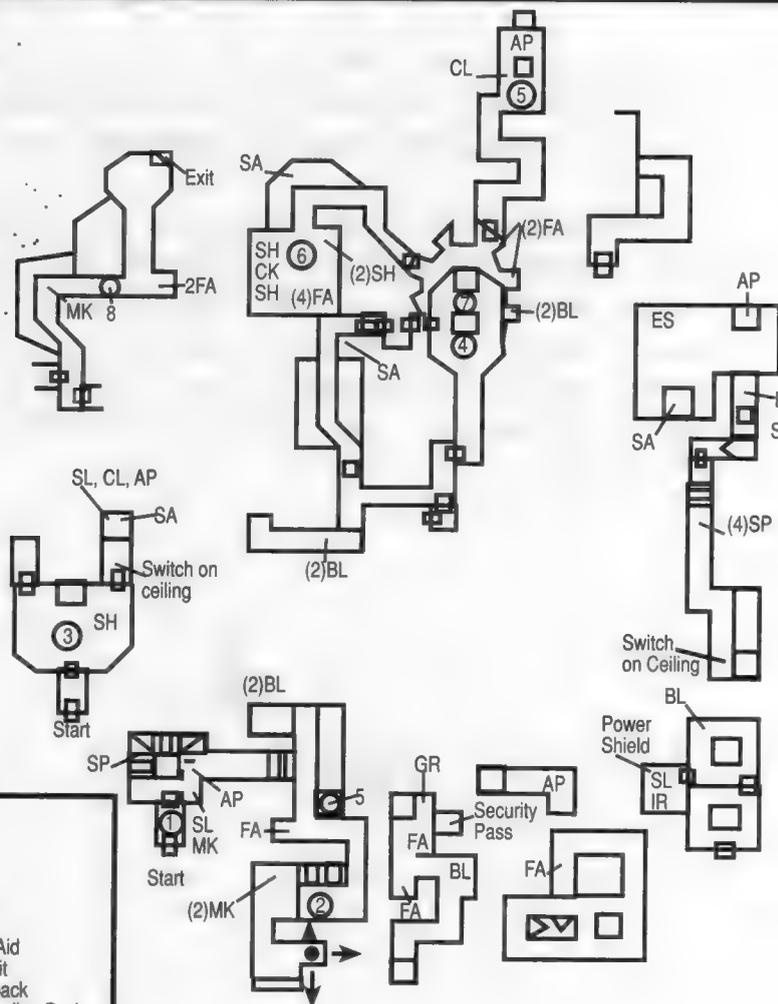
4. Take the right-hand corridor (as you face Quad Room) from the entry hall and go through a doorway that used to have a red force field in it (you can tell by the red lights along the door frame). Go through a grand red doorway and you'll appear on a balcony overlooking at the palace's main computer chamber. Kill everything that's immediately visible. Now you can reach the computer itself, either by dropping off the balcony to the floor below or by taking the right-hand descending stairs. At the computer, insert the Data Spinner by walking up to the computer's left console. Good! Now

you need to retrieve a data CD—but you’ve got other business to take care of first. Leave the computer area via the right-hand red door (the one farthest from the console where you just inserted the Data Spinner).

5. The watery, sunken area right of the main computer console contains a small chamber with a green console and a button. Press the button to disable all green force fields in the unit. Then press the wall next to the console to open a brightly lit Secret Area in the hallway outside. You’ll know when you’re pressing the right spot because it indents slightly. Go collect the loot. Also in this area are a pair of red doors leading to the Upper Palace. Go through them.



Upper Palace



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	

Upper Palace

Primary Objective: Neutralize Strogg leader's communication system.

Secondary Objective: Find communications laser Data CD.

Enemies: 75

Secrets: 7

1. Climb up the small stairway. You must battle several guards and an Iron Maiden along the way. Then proceed along the corridor, taking a right turn at a T junction, going up a short flight of stairs, and through a doorway that once contained a red force field.

2. Eventually you'll find a big elevator. Get on and hop off at the first floor you pass. Don't worry if you miss it, though; this whole area consists of several barren levels linked by both the elevator and a series of ladders. If you miss the first floor, just drop down and try again, or use the ladders. Watch out for the Gunners who lurk here! If you get off on the first floor and follow the corridor there, you'll find a Security Pass sitting in a wall alcove. Take it and return to the Lower Palace by going back the way you came. (Alternately, explore this area thoroughly and kill everything you find).

Lower Palace

6. You returned to the Lower Palace only to take a different path into the Upper Palace. Why? Because the route you just took can't get you into its uppermost portion—at least, not until more force fields are deactivated. Your task now, then, is simply to find the other passage to the Upper Palace. Get back to the main computer room of the Lower Palace (at 4 in the previous level). From there, take the left-hand red door (the one opposite the door leading to 5 in the previous level). Follow the stairs up to the balcony overlooking the computer itself, and keep going. You'll know you're on the right track when a wall-mounted missile battery starts firing at you. Dodge the missiles and shoot the large button above the battery to temporarily block the missiles. Run down the hallway while the missiles are thus foiled. Or you can shoot the camouflaged piece of wall sticking out to shoot the missile off. You can see this block as you are approaching the right turn, just before the missiles fire. This contains a secret.

7. In the room beyond the missiles is a massive elevator and a glowing computer screen—as well as a Tank and a few of his friends. Shoot the computer screen and drop into the opening behind it to collect some gear in a Secret Area; then return to this room and take the big elevator. At the top you'll find a set of red doors leading to the Upper Palace. Go through them.

Upper Palace

3. Kill the guards ahead, and note the twin force fields guarding exits from this room. You may disable both with your Security Pass, but for now you need only disable the left one. This gives access to an elevator. Ride it up. Walk through a door, kill the Iron Maidens in the antechamber, and then pass through another door to take on the horde (including a Tank and more Iron Maidens) outside.

4. Take a right and go down a long corridor that ends in a T intersection. Take a left at the end of this corridor and enter a chamber where a huge communications laser fires a steady blue beam into the sky. A data CD hovers near the laser; take it.

5. Instead of leaving the way you came, fall off the laser platform. In the space below you'll find a small red door and a sliding panel that requires a Security Pass to open. Fortunately, you've got one. Go through the panel and follow the corridor into a small room with an odd-looking computer console. Press the button on the back of this console to disable all yellow force fields in the unit.

6. Backtrack to the area under the laser platform and take the red door, this time. Follow the corridor beyond, killing bad guys along the way. Watch out for a wall-mounted missile battery like the one you encountered in the Lower Palace; it will catch you off guard if you don't watch the walls as you go. Soon after passing the missile battery you'll find yourself in a tall chamber guarded by a Gunner, Iron Maiden (at 6) and some Guards. Kill them and just keep moving. Eventually you'll pop up in the foyer at 3. Head back to the Lower Palace through either path; both are now accessible because the yellow force fields have been dropped.

Lower Palace

8. Return to the main computer chamber in the Lower Palace (at 4) and insert the data CD into the computer's right-hand console. Then press the keyboard in the center of the computer (between the two consoles). The Data Spinner will reappear behind you after you press the keyboard. Take it. Your secondary objective now is to take out the communication laser in the Upper Palace. Hey, you were just there! It should be easy for you to get back. Now that the yellow force fields are disabled, you can go back to grab the last two secrets mentioned upon entering the Lower Palace.

Upper Palace

7. Take either path back to the Upper Palace and work your way back to the Communications Laser at 4. Look at the spot where the data CD used to be. Now there's a new passageway behind this spot. Follow it into a tiny room with a computer console and press the keyboard to blow up the laser.

8. Take the red door leading out of the laser room on the same level. Go through a doorway with blue trim and proceed into a corridor bordered by lava. Kill the Tank, Iron Maiden, and Technicians along the way. At the end of the corridor is a computer console. Press the keyboard to reveal an escape pod in the nearby lava. Enter the pod if and when you want to leave the unit. However, to reveal the Upper Palace's secrets, follow the next few instructions instead of hopping into the pod.

- Between the entrance at 1 and the big elevator at 2, there's an area where you can drop to an earth-lined cavern that looks like it belongs in a mine shaft. A hole in the ceiling down here conceals a Technician. Kill him to collect an Environment Suit. This counts as a Secret Area.

- (You must have disabled yellow force fields to reveal this secret, but because you've all but finished the unit you've done so already.) In this same "mine-shaft" area, go through a doorway where a yellow force field used to be. Press a wall button to make a stairway drop in the corridor beyond. Descend the stairs and fire a rocket into the dirt wall framed by bricks. Body Armor will appear in a tiny Secret Area. You can also pick up an Environment Suit here, near a pool of toxic water.

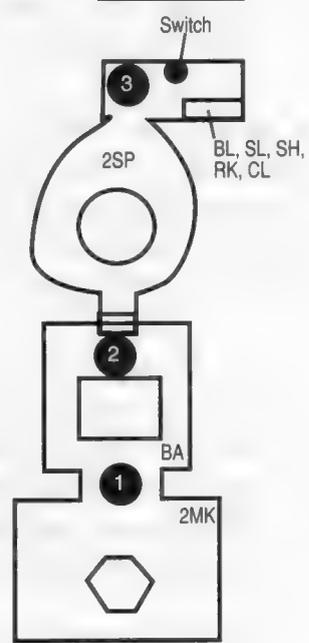
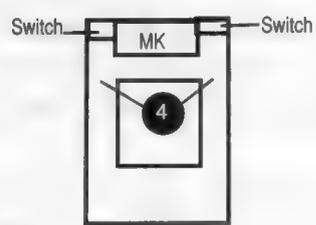
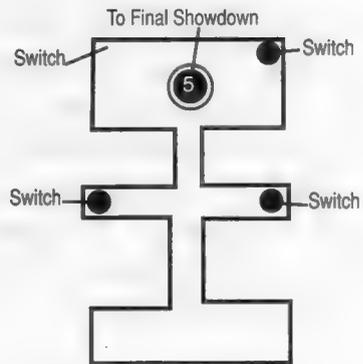
- (You need the Red key to reveal this secret, but because you've all but finished the unit you have it already.) Wait, there's more! Down in the same "mine-shaft" area there's a discreet, almost invisible button at floor level

along the edge of the toxic pool, next to where you found the Environment Suit. Activate this button (listen closely if you're unsure), and then activate the suit and dive in. Swim through the underwater tunnel to a Secret Area, collecting Adrenaline along the way. Press the computer keyboard in this secret room, and then shoot the glass in the tank that, until recently, was filled with fluid. This reveals a head. Shoot the glass and jump up to take the head. Then either leave via the toxic fluid, using the extra Environment Suit you found in this room, or shoot the wall opposite the tank where you got the head to reveal an exit.

- Ride up the big elevator at 2. At the top, a wall grate opens as you approach. Walk through it. One of the walls in the small room beyond will reveal a secret door when shot. Go through the door into a Secret Area containing Energy Armor and an Invulnerability Rune.
- In the foyer at 3, go through the right-hand force field and immediately look up. Note the faintly outlined square ceiling panel. Shoot it to reveal a Secret Area with Adrenaline and ammo.
- At the end of the corridor with the automatic missile battery (near 6), there's a space at the edge of the floor where you can fall into some lava. Fall into the lava and make a run for the Quad Damage Rune down there. Ride up a small elevator to get back to the main level. Be sure you're in good health before trying this!
- Also in the vicinity of 6—but upstairs—is a bridge that's unmistakable because of the continually exploding firepots that detonate as you cross it. (If you hear boom...boom ...boom, you're on the right bridge.) At the end of the bridge opposite the firepots there's a dark opening in the floor. It isn't on the bridge itself, but in the hallway just before the bridge. Drop into this hole to collect some Armor and tons of ammunition.

When you're done finding secrets, return to the escape pod at 8 and hop aboard.

Inner Chamber



Map Key

Weapons and Ammo

- SG Shotgun
- SSG Super Shotgun
- MG Machine Gun
- GL Grenade Launcher
- RL Rocket Launcher
- HP Hyperblaster
- RG Railgun
- BFG BFG10K
- SH Shells
- BL Bullets
- GR Grenades
- RK Rockets
- AP Ammo Pack
- CL Cell
- CG Chaingun
- SL Slug

Health Items

- FA First Aid
- MK Medkit
- SP Stimpack
- AP Adrenaline Pack
- MH Mega Health

Armor

- AS Armor Shards
- FJ Flak Jacket
- CS Combat Suit
- BA Body Armor

Points of Interest*

- SA Secret Area
- * See Walkthrough for Details

Other Items

- QDR Quad Damage Rune
- ES Enviroment Suit
- IR Invulnerability Rune
- RB Rebreather

Hub 10: Boss Levels

You've finally reached the end unit. Congratulations! It's been a difficult road, but you made it in one piece.

If you're weary from the Byzantine complexity of "The City," you'll like what you see here. These last two levels are extremely simple to understand, and you'll have little difficulty traversing them—if you're patient. This big challenge, of course, is fighting the Strogg leader at the end.

This unit's first level is called "Inner Chamber," and it serves mainly as a prelude to the final showdown. It's light on enemies and heavy on ammunition, but numerous deathtraps ensure you can't just sprint through the level without paying attention.

The second level, "Final Showdown," is little more than an arena where your battle with Makron will take place. It's here Earth's fate will be decided.

Inner Chamber

Primary Objectives: Locate and destroy Strogg leader

Secondary Objectives: Pursure Makron to Inner Chamber

Enemies: 8

Secrets: 0

1. You start in a small chamber. Exit, take the Armor to the right, and proceed down either the right or left corridor. Both lead to the same door.
2. These corridors terminate in a big door. Run to the door and then immediately retreat. Watch from a safe place as laser beams blast through the door and destroy it. Now run through the opening and proceed down the corridor.

3. At the end of the corridor you'll find a big elevator and lots of gear. Take the gear before riding the elevator up. When you reach the top, go through a door and see a second elevator. This one is temporarily inaccessible because a plate of bulletproof glass shields it. Two corridors lead away from this area.

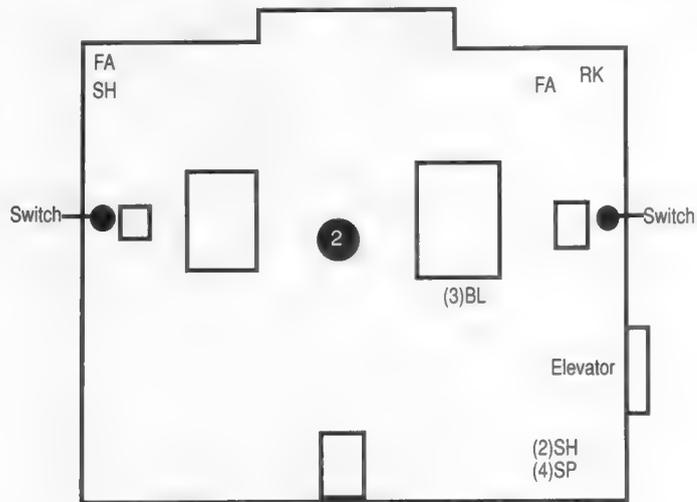
4. Each corridor leads to a moving bridge that slides over a patch of molten lava. A wall button is accessible from each bridge. You must press these buttons to remove the glass blocking the second elevator. Complicating matters is a central platform containing a pair of Iron Maidens. Shoot them before venturing onto the bridges and pushing those buttons, and your task becomes a lot easier. After pressing both buttons, venture upstairs on the second elevator.





5. Upstairs is a huge chamber where Makron himself stands atop a platform. Approach him without firing, and he'll immediately dematerialize. Now press the floorplates on either side of the walkway you stand on, taking care not to let the roving laser beams blast you. Triggering these floor plates releases a small horde of Flyers. Kill them and then press the wall buttons to either side of Makron's platform. This causes a small staircase to sprout from the floor on either side of the platform. Take the stairs up onto the platform, and you'll dematerialize just as Makron did. Prepare for a big battle!

Final Showdown



Map Key

Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather

Health Items

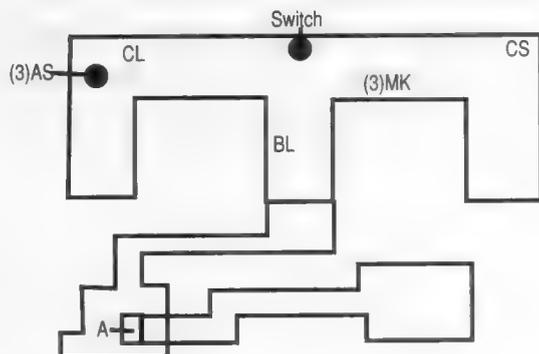
FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

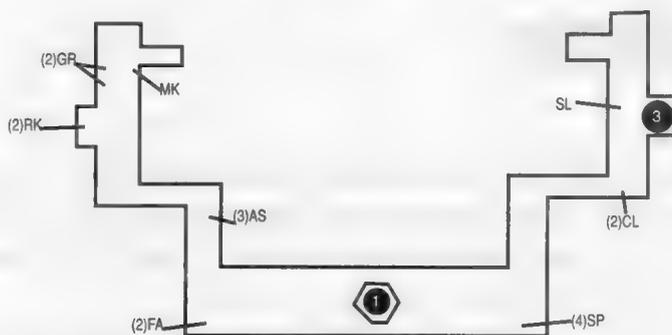
Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

Points of Interest*

SA	Secret Area
* See Walkthrough for Details	





Final Showdown

Primary Objectives: Locate and destroy Strogg leader.

Secondary Objectives: Pursue Makron to Inner Chamber

Enemies: 1

Secrets: 1

1. You appear on another small platform. Two corridors lead to elevators that ascend to the main combat area; traverse both corridors and collect the gear you find there; then pick an elevator and go upstairs.
2. The main combat area features several large columns to hide behind. It also contains two floorplates. When you press one plate, a floor panel next to the other plate will open temporarily, giving access to a basement chamber filled with healing items and ammo. After restocking your supplies down there, press a button to open both floor panels. Pick a panel and then go back upstairs to continue the fight.
3. Once you've killed Makron (see the following tips) you must drop back down into one of the elevator shafts you arrived by and find an empty escape pod. All these pods were sealed before, but you'll find an open one now. (The corridor beside each elevator contains one open pod.) Get inside a pod and you've won the game!

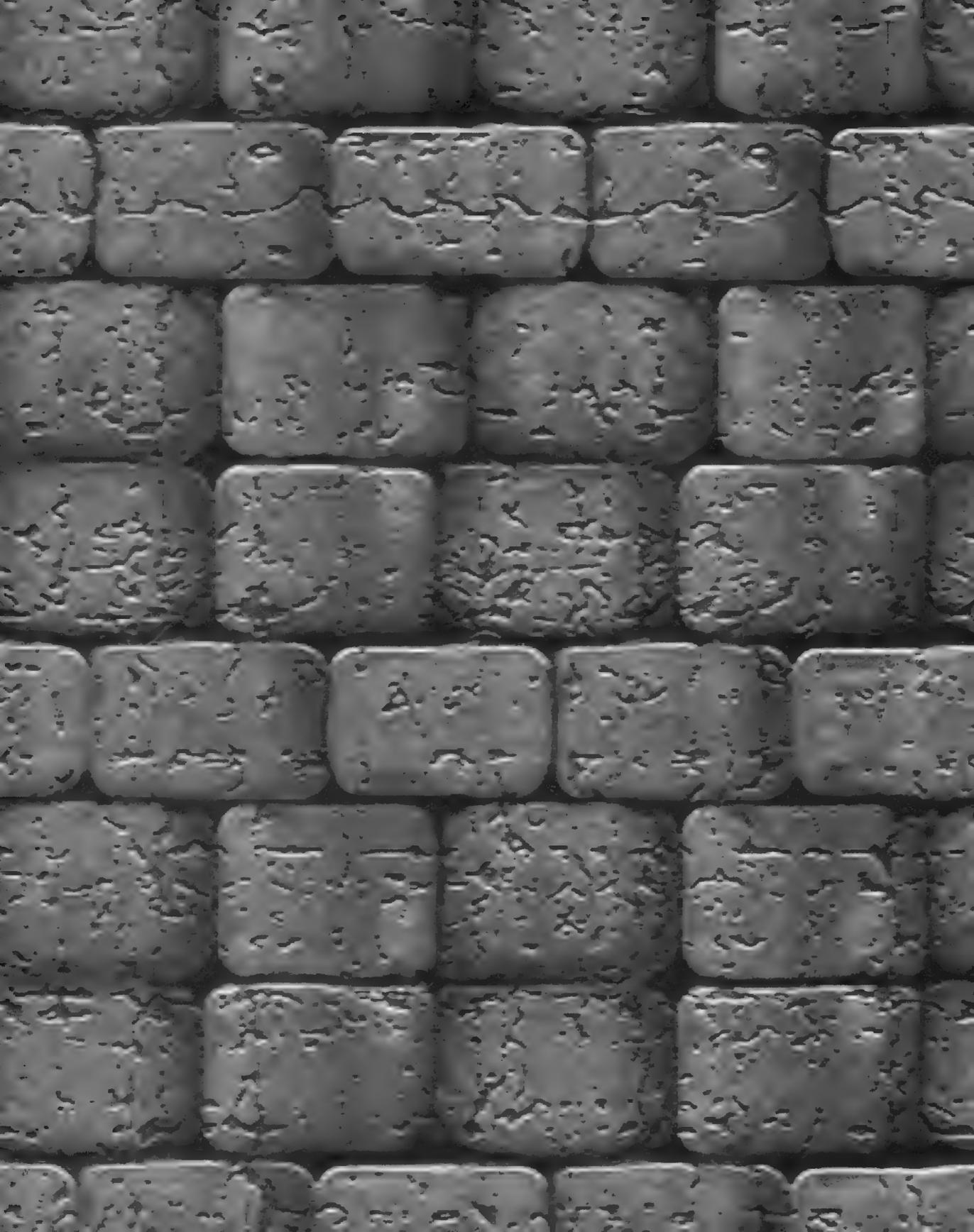
Killing Makron

Makron is a big robotic enemy with twin Chainguns and BFGs. You can't take much punishment from his high-powered weapons, so instead of slug-ging it out toe-to-toe you'll need to play hide-and-seek, using the columns and other obstacles in the room to block Makron's shots.

Hopefully you've managed to save a Quad Damage Rune for the final confrontation. If so, you'll get lots of mileage out of activating it and firing the BFG (or other large weapon) at Makron periodically, ducking back behind a column after every shot.

You can make your job easier still by activating an Energy Armor or Invulnerability Rune. Also, feel free to use alternative weapons to attack Makron. If you've made it this far, you're skillful enough to kill Makron with 'most any weapon, even without a Quad Damage Rune; it will just take some time. Just remember to attack Makron primarily with single-shot weapons (Rocket Launcher, Grenade Launcher, Rail Gun, BFG) and hide whenever you aren't shooting. This is the key to minimizing Makron's return fire.

When it seems like you've finally killed Makron, a smaller version of Makron will step out from the wreckage. You'll learn that you were actually fighting Makron's big robotic combat suit, and what you face now is the real Makron. Though smaller and less impressive than his big mechanized suit, the real Makron is equipped with lasers, BFGs, and Railguns, and can make your life miserable. Deal with him just as you dealt with Makron, hiding behind columns and then popping out for a shot every few moments. Eventually you'll blast him in half. Then you're free to make a break for the nearest escape pod. After defeating Makron, go back down through the sliding panels and to the middle corridor. There will be a newly formed crack in it. Shooting it will reveal a path to the right. Follow it to the last secret in the game, the id gallery. If you step on the last switch at the end of the gallery, a hole will open up in the ground that leads to a lounging Tank.





CHAPTER
FOUR

Multiplayer *Quake II*

As with the original *Quake*, the sequel's greatest appeal, the guts of the game, is as a multiplayer battleground.

To be sure, the game's first-person version is an amazing accomplishment, but *Quake II* truly shines brightest in multiplayer, where the new game options, weapons, and movement nuances take on added significance. Until you've experienced *Quake II* in multiplayer, you're really not seeing the whole picture.

Movement in Combat

We decided against belaboring the nuances of combat movement elsewhere in this book, largely because it felt like nagging.

"Work on your strafe."

"Use the mouse."

Valid points, to be sure, but if you've gotten used to a certain control configuration or an overall style of play that serves you well, *Quake II* probably won't do much to demand that you radically re-think your old habits.

But in multiplayer...well, you can pay attention or not. But be forewarned: We have no sympathy for incompetence.

The Mouse

Use the mouse, or suffer cruel injustice at every turn, as players with half your skill make you their bloody plaything.

The default controls for *Quake II* just happen to be set to our favorite mouse configuration: W is Forward, S is Backward, and the A and D keys strafe to either side. The mouse will turn you in any direction, as well as allow you to look up and down. It also will pull the trigger, and cycle through the weapons.

With the mouse as your “eyes,” controlling your view of the *Quake II* world, finding a target becomes second nature. Just as you can easily use the mouse to push the pointer around on the computer screen, except now it’s not a pointer; it’s a reticule. Just put it on the target, and press the trigger.

In Particular: The Railgun

Finding a target quickly is, of course, integral to success in *Quake II* multiplayer, but some of the game’s weapons are just too big a hassle to use in multiplayer unless you have the freedom of sighting them with the mouse, and can then make the minute adjustments during combat that the mouse alone allows.

The Machine Gun comes to mind, but the most glaring example of this need for the mouse concerns the Railgun. In multiplayer, one good Railgun hit is usually about all she wrote. Only health and armor, at the very upper end of the scales, can save you from more than two shots with a Railgun, and then just barely.

The thing about the Railgun, of course, is that it requires such precise aim: Trying to sight a target by using key commands to adjust your sight along the X and Y axes generally takes too much time.

With the mouse, however, it’s point-and-click: As long as you can sweep the reticule to the target, and click the mouse at the right time, your target is very nearly toast. And if the target is moving—changing elevation as well as moving from left to right—only the mouse will give you the ability to strike the mark with any kind of consistency before your opponent realizes what’s going on.

The Missions

Even more than in the original *Quake*, the mission architecture in *Quake II* is vertical and circular. Each mission map has nuances that defy generalization, and there's no substitute for experience, so we highly recommend you play a mission before engaging in a serious Deathmatch there.

That caveat aside, there are a few things to keep in mind as you explore each map, knowing that someone—usually several someones—is vying for the upper hand.

Armor and Health

All things being equal, armor and health, specifically Megahealth, are two of the biggest finds in multiplayer. And we're not talkin' Flak Jacket here. Combat Armor. Body Armor. If you have armor and someone else doesn't, it's almost an unfair advantage, just as it was in the original *Quake*.

As we noted, armor in *Quake II* isn't nearly as prevalent as it was in the original game, and the same holds true for multiplayer. If you can develop a route within a multiplayer level that gets you from decent armor to a decent weapon and back again, you can patrol with impunity, with only slight variations in your pattern to keep the competition off guard.

Keep a Secret

As in the first-person game, the best stuff often is in the Secret Areas. Many of those areas are already opened in multiplayer mode: Secret doors and panels are just standing open, and anyone can see what's inside. Just the same, the Secret Areas that are more a product of design nuance—beneath stairs, in an underwater tunnel—are just as hidden as they were in the first-person game. Knowing where to find those kinds of Secret Areas can give you a huge advantage.

The Big Bag is Gone

Another key difference you're sure to notice is the absence of the Big Bag, a term we'd lovingly bestow on the major stash carried by the player who survived the longest.

In the original *Quake* a player who was killed would drop everything on his demise. If a player had managed to stay alive for a while, that amounted to a big bag of ammo and guns, which the victor collected.

Once you had the Big Bag, of course, the balance of the game shifted: With a full load, you were free to hunt, with side trips for armor and health as necessary.

In *Quake II*, a slain enemy drops only a single weapon. Big whoop. Generally, you'll pick it up only if it's convenient to do so.

Use the Crouch

Although the novelty may soon wear off, it's a fact that the one movement you can do in *Quake II* that you couldn't do in the original game is the crouch: Hide behind stuff. Crouch in dark corners. Wait for someone to come strolling by.

This is, to be sure, more of an opportunistic approach than one of battle-hardened wile, but don't be afraid to exhibit some caution, especially if you feel outmatched by an adversary. Chances are he or she probably feels you're outmatched, as well, and that can lead to carelessness.

On Patrol

When you're looking for trouble, and trouble is looking for you, always be acutely aware of the environment's 3-D nature, and the vertical nature of the level architecture.

- Before opening a door, check behind you.
- Open doors from one side.
- Check walls beside doors before entering rooms.
- Check ledges above with explosive shells.
- Gain a height advantage, but plan an escape route.

In hallways, approach each intersection with caution: The Grenade Launcher works well for making sure no one is lying in wait. When a passage turns in only one direction, we tend to take corners wide, ready to strafe from out of harm's way. Most people will target at the very edge of a corner if they're planning an ambush, and thus will likely shoot behind you if you take the corner wide. Of course, as we said, you have to be ready to react in the unfortunate instance when someone is waiting with a big gun. But, if you're going to go around that corner, anyway, you might as well get it over with, as opposed to peeking out and letting someone blow your nose off.

Just our opinion.

Using Audio Clues

Realize that you can hear your opponents quite well, and that they, in turn, can hear you. Create distractions and misdirections with that in mind: Open doors, activate lifts, expend excess ammo. People get curious, or think they might pick up a cheap kill, and then they get careless.

Multiplayer Options

The various multiplayer options with which you configure your server have a variety of effects on the game, beyond just the obvious designations. Here are some things to consider, along with our personal preferences:

Falling Damage

The player takes damage from long falls. Although it sucks when you pull off a triumphant kill, and then realize that jumping down from wherever you are is probably going to chap your hide, that's part of the game. We say yes.

Weapons Stay

When this option is on, picking up a weapon doesn't remove it temporarily from that spot: It stays there, and the person right behind you can pick it up. Also, in that mode, picking up a weapon provides no ammo boost. For large numbers of players in the same map, we can see where having the weapons stay would be a benefit. Outside of that instance, we say no.

Instant Power-Ups

Unless you say yes to Instant Power-Ups, players can keep them in their Inventory until they need them. Although this might lead to some amusing showdowns, especially with regard to team play, it doesn't seem true to the nature of Deathmatch, and we're purists. We say yes to Instant Power-Ups.

Spawn Farthest

With Spawn Farthest in effect, a player who dies is respawned at the farthest possible point from his or her death. This sounds like a better idea than it is in practice. Many of the level maps have one distant area that ends up getting the Spawn Farthest designation more than half the time. It's not always so pronounced, but we've played some levels where it seemed like everyone always respawned in the same area. Regardless of

the merits of the area in question, that's still a pretty big skew in terms of gameplay. We'd rather suffer the occasional cheap kill, and pick up the occasional cheap kill, then respawn in the same damn place every time. We say no to Spawn Farthest.

Force Re-Spawn

With Force Re-Spawn in effect, a player who's killed reappears immediately: He or she doesn't initiate the spawn by hitting a key. If you find yourself playing with sissies quite a bit, then perhaps forcing them back for more punishment might be the only way to keep them in the game. We generally don't play *Quake II* with sissies. We say no to Force Re-Spawn.



A black and white photograph of a brick wall. The bricks are arranged in a standard staggered pattern and have a rough, textured surface. The text "CHAPTER FIVE" is centered on the wall in a white, bold, sans-serif font. The letters have a slight shadow, making them stand out against the dark background of the bricks.

CHAPTER
FIVE

Cheat Codes

The cheat codes below can be accessed by pressing the “~” key.

The Main Cheat Codes

Just type in the following code and hit enter to receive the cheat.

Code	Item
give all	All Items
give health	100 Health
give weapons	All Weapons/without Ammo
give ammo	All Ammo
give armor	200 Body Armor
give body armor	+1 Body Armor
god	God Mode
notarget	No Target Mode
noclip	No Clip Mode

More Cheat Codes

Type in "give" plus the name of any of the following items in order to acquire them:

Item	Quantity
jacket armor	1
blaster	1
shotgun	1
super shotgun	1
machinegun	1
chaingun	1
grenade launcher	1
rocket launcher	1
railgun	1
bjg10k	1
shells	10
bullets	50
cells	50
grenades	5
rockets	5
slugs	10
quad damage	1
invulnerability	1
silencer	1
rebreather	1
environment suit	1
ancient head	1
adrenaline	1
bandolier	1
ammo pack	1
data cd	1
power cube	1
pyramid key	1
data spinner	1

Item	Quantity
airstrike marker	1
blue key	1
red key	1
security pass	1
commander's head	1
power shield	1
armor shard	1
combat armor	1

Multiplayer Communication

Here are some cool codes for "communicating" with other players in multi-player mode. Just press the "~" key and type:

- wave 0 = Flipoff
- wave 1 = Salute
- wave 2 = Taunt
- wave 3 = Wave
- wave 4 = Point

The image features a close-up, black and white view of a brick wall. The bricks are arranged in a standard staggered pattern and have a rough, weathered texture. The lighting creates strong shadows and highlights, emphasizing the three-dimensional quality of the bricks. In the center of the image, the words "CHAPTER" and "SIX" are written in a bold, white, stylized font. The letters have a slight shadow, making them stand out against the dark, textured background of the bricks.

CHAPTER
SIX

Killcreek Against Romero

Three years ago as a first year student at the University of Kansas, I made a discovery that would change my life. That discovery was a game called *DOOM*. I was totally drawn in by its intimidating monsters and amazing scenery. No game had ever seemed so real to me or so intense. My experience with *DOOM* was so great that I awaited *Quake*, the successor to the *DOOM* series, with great anticipation.

I was awestruck at first sight by *Quake* and quickly made efforts to adjust to the new up-and-down "mouse" look so I could take advantage of the three-dimensional world. Immediately a group of friends and I started nightly deathmatches on our local area network. In no time I became a hard-core *Quake* addict. I began to spend time in the *Quake* channels on IRC, check the *Quake* news pages regularly, and I even started to get to know the gaming legends that created the game I had come to love.

In the winter after *Quake's* release, I made a journey to Dallas to meet some of the men that had become my gaming heroes. Not the least of these men was the infamous John Romero, designer of *DOOM* and *Quake*, among other games. While on my way to visit the offices of Ion Storm, Romero's new company, I mentioned to a friend how cool it would be to take Romero on in a deathmatch. After the comment, I thought nothing more of the possibility. Upon our arrival at Ion Storm, my friend gladly laid down the challenge for me and a date was set for my showdown with the man himself.

A match consisting of three games was selected. The first game would be played on the map dm2. In this first game I did not know what to expect, and easily handed him his first loss. At the time dm2 was one of my favorite maps, so I had an advantage. The second round was decided to be played on dm3. I was nervous about this decision as Romero himself had designed and created dm3. This round did not go nearly so well for me. In the end I lost the map to him by a score of 25-7. For the third and final round the map dm4 was selected, and I felt fairly confident that I could regain the advantage. However, the match ended at 10 frags when I had expected to play to 25. Romero won this final level by the score of 10 to seven, hardly a decisive victory I argued! Romero was very kind about the loss and gave me plenty of good natured ribbing, which I definitely deserved.

After my preliminary loss, I thought it was time to set the record straight. I publicly challenged Romero to a rematch only a few weeks after our first. Again I made the trek to Dallas and found my way to the Ion Storm offices. This time I was greeted by Tom Hall, yet another god of gaming, who graciously allowed me to set up on his computer. This time around the rules were more set in stone and the price of victory much greater. As a part of my challenge to Romero I had requested that the loser in our deathmatch create an online shrine to the winner, and he had accepted. We agreed again to three games, this time played on the maps dm2, dm3, and dm6. By selecting these maps we each got to play one game on our favorite level and played one game on a new level.

We began again playing on dm2. I had gone into this first game with great confidence, having won this level the first time around. The office was notably more silent and much more tense than in our first challenge. At one point, Romero was beating me on my favorite map by a score of 16 to three. Even the people that had come to back me were slowly moving over behind Romero to get a view of the action! At that point something snapped in my head. I knew I had to win. I noticed that he had been running a pattern through the level, and getting the quad nearly every time. Quickly I changed the pattern I had been running and tried to surprise

him at the quad, and it worked. I beat him to the quad and caught him off guard. Once I had killed him he was unable to get a good weapon for a bit, which allowed me to easily kill him a few more times.

In one of my best moments of that game I was searching the level for him, and had heard him around the corner. I chased after him but he somehow managed to disappear. I was entering the main room on dm2, and as I turned to my right and there he was, right in my face! He had tried to hide in a small crevice by the button. I blasted him in the face, taking some damage myself, and he immediately exploded. I'll never forget the scream everyone let out at that moment. I knew I was on the right track. In what seemed like no time, I had won the game by a score of 25 to 19.

In the second game, played on dm3, I had a feeling Romero would come out ahead. He had beaten me badly the first time around, and not much time had passed since then. Hoping only to do better than my previous score, I entered the round feeling relieved after winning the first round. Though I did lose on dm3, the final score was a more respectable 20-9.

The final game was an unknown. None of us know what to expect as this was our first meeting on dm6. The main difference between this map and the other two we had played that day was that dm6 had no quad power. On those first two maps Romero had used the quad heavily, so this map would require a different strategy than he had become accustomed to. The match started quickly and ended just as fast. In the end, the final score was 20-12 in my favor.

After the match we all had a great time reliving the most entertaining moments of the game. Romero lived up to his side of the bargain and exceeded all expectations in his creation. He created an online shrine to me and linked it to the Ion Storm web site; it was hilarious! I'll never forget how gracious he was about the game. Romero is truly a great guy. Playing him is by far my most memorable and cool *Quake* experience to date.

Deathmatch Strategies

Picking a Configuration and Sticking With It

In a life or death *Quake* battle, a key element of success is speed. If your opponent can dodge an assault more quickly, or fire a deadly blast a mere fraction of a second before you then the consequences can be deadly. One of the major determiners of speed in a deathmatch is your level of comfort with your mouse and keyboard configuration.

To be a truly competitive deathmatcher, it is necessary to learn to use the mouse to look around the levels both vertically and horizontally. Using mouse to look around will give you a huge advantage over players who don't. Once you master mouse look, many of your best kills will come from surprising your opponent with a shot from above. Because *Quake* is such a three-dimensional game, the ability to maneuver comfortably with mouse look is a necessity. Mastering it will most definitely improve your aim and strategy.

Quake comes with its own default config in the form of a text file called `config.cfg`. It is advisable to edit this config file to your liking. For the keyboard setup, the standard config provides four keys for movement, one for jump, and one for attack. Reassign those keys as you wish and make sure that you are comfortable with them. By default, weapons are bound to each of the number keys one through zero in *Quake II*. After a bit of playing, it can be very useful to choose your favorite weapons and bind them to more accessible keys. For example, if you use the standard `[W]`, `[A]`, `[S]`, and `[D]` keys for movement you could bind the rocket launcher to `[Q]`, the grenade launcher to `[E]`, and the rail gun to `[Shift]`. This setup allows you to access your best weapons without ever having to lift your hand from your movement keys.

Your mouse configuration is somewhat more dependent on what type of mouse you play with. Most significant is whether you choose a two or three button mouse. With either sort, the left mouse button is most commonly used for attack. The other buttons can be bound based on your personal preference. I personally prefer to have the left button bound to attack, the middle button bound to rocket launcher, and the right button bound to weapon cycle.

Once you get comfortable with your config, your best bet is to stick with it as is. Your config does not have to be complex or fancy. Your level of comfort with it is what truly determines much of your skill and agility in the game. It is important to note that the combination of keyboard and mouse produces the best performance, however these same principles apply in the use of a joystick.

Learn the Layout of the Levels

After you get comfortable with your config, the next step in mastering your opponent is knowing each level of the game backward and forward. Start by running around each level and down each hallway until you are comfortable with your surroundings. Once you develop a basic understanding of the level's layout, the best way to improve your feel for it is against an opponent. There are two options to explore when looking for an opponent. The most obvious would be to take on a human player. However, if you don't quite feel prepared for a real-life opponent, you can start with some target practice on a computerized opponent called a bot.

Though bots are not featured with *Quake II*, there is a wide range of bots available on the Internet. These computerized deathmatchers often come with the ability to set their skill level for different levels of players and can be downloaded for free. Using bots is a terrific way to warm up for your human opponents. Some available bots are "smarter" than others, so try a few and find one that you think is fun to play. Playing a bot is one of the best ways to get familiar with a level and all of the tricky jumps and movements to be made on it.

After you get accustomed to the basic layout, it is vital to explore the intricacies of each level. Though bots can be helpful at first, the only way to truly master a level is by playing against a human opponent. Each level has its own secret hiding places, inhuman jumps, and little tricks to it that can only be learned through this sort of practice. One other way of learning some tricks of the trade is through watching player demos. Many good players release demos of their games on the Internet. Watching demos may teach you some effective techniques for the level you hope to perfect your skill on.

Once you understand the layout of the map you are playing, you gain a great deal of control over your game. If you know where in the level your opponent is, try to see the game through his or her eyes. Practicing this technique will improve your ability to predict a player's movement. If you effectively predict where players will be before they get there, you can attack in anticipation of his position. For example, if your opponent enters a room with only one exit, fire a rocket through the hallway you expect him or her to exit through. Most likely you will hit him or her dead on. Predicting players' movement also allows you to trap them in certain areas of the map. If they can only exit a room two ways, and you fire rockets down both of the hallways they would be exiting, your opponents are forced to go on the offensive. Most likely you can kill them before they even get to you.

Improving your Aim

After you have mastered the levels, the remaining wildcard to deal with is your aim. It goes without saying that to be an excellent deathmatch requires skillful aim. Unfortunately, there are no special tricks or speedy ways to improve your aim. The only way to improve your aim is to practice, practice, practice. Playing bots is a good way to improve your aim, but again a human opponent is most desirable. Play as many willing opponents as you can find. Though the strategies for multiplayer deathmatch and one-on-one are quite different, practicing both types of play will significantly improve your aim.

If you are looking to find *Quake* and *Quake II* servers on the net, shareware programs like Gamespy are most helpful. Gamespy and similar programs can be downloaded for free off the net. These programs will find the servers that are most playable for you. Once you start playing on the net you will find an endless supply of opponents for multiplayer and one-on-one practice. Seek out the better players you encounter on the net and challenge them. Though at first you may win as much as you would like, playing opponents at a higher skill level is without a doubt the quickest and most effective way to improve your skills.

Tips and Tricks

Selecting and adjusting to a config, understanding each level, and improving your aim are essential skills in becoming a good deathmatch. However, there are some small tricks to deathmatching that you may find useful. The first technique is known as rocket jumping or BFG jumping. The rocket jump has become known as one of the most useful techniques of a good *Quake* player. To complete a rocket jump, perform the following simple steps. First run toward the surface you want to jump to. With the rocket launcher selected, aim straight down at your feet while continuing to run. When you reach the point you wish to jump from, hit the attack key and jump key simultaneously. You may want to practice the rocket jump while standing still before attempting a running approach. Using the rocket jump technique will send you soaring much higher and farther than a normal jump. You'll find that rocket jumping in strategic areas is often a shortcut to weapons and power-ups. You can also surprise an opponent by rocket jumping to an unexpected location. The rocket jump is also possible in *Quake II*, using either the rocket launcher or the BFG. The BFG jump requires more precise timing, but also provides more thrust than a rocket jump. Above all other deathmatch tricks, this is the one you want to learn first.

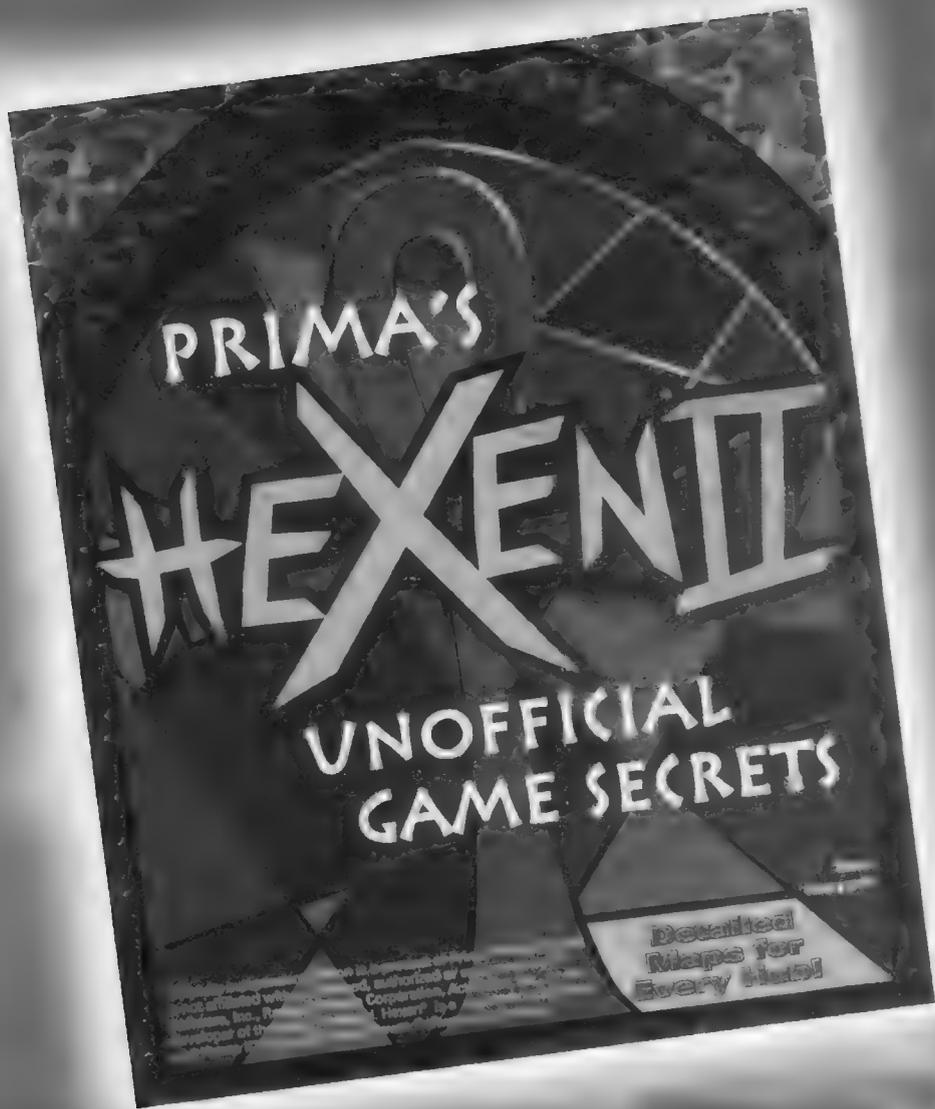
Hiding and evasion of powered up opponents are also essential skills of a successful deathmatch. There are several tricks to this, most of which can

be learned through practice. Being sneaky can be very useful in throwing an opponent off his or her pattern, or hiding your current location. You will catch many opponents off guard by reversing your direction at unexpected times. For example, if you are being chased by an opponent with the quad you may run through a door, take an immediate turn, and hide just next to the door. When your opponent passes through the door, run back through the way you came. Most likely your opponent will continue forward, not knowing where you disappeared to. Sound cues are also essential in keeping your opponent on edge. Get to know the sounds of each level and the sound each item makes when picked up. These sound cues alone can tell you where on the level your opponent currently is. Conversely, you can trick your opponents by faking some sounds they may expect to hear. For example, on dm2 if your opponent hears a lift go off he or she expects you to be running in a specific direction. By stepping on the lift and reversing direction, you can confuse your opponents and send them running in the wrong direction. Using these techniques will help you develop your own styles of evasion that will be effective against even the best of opponents.

Knowing the technology behind the gameplay will also give you an advantage over the competition. That is to say, do your best to understand how each weapon works. Find a list of console commands and use those that suit you. For example, modifying the `v_kickpitch` and `v_kickroll` values at the console in *Quake* can greatly reduce your disorientation on taking a rocket or grenade hit. Also if you are aware of the player physics, you can juggle your opponent with a series of well-placed rocket blasts. However you frame it, knowing the tech behind the game will help your gameplay in countless ways.

Master these techniques, and most of all practice. Pick your config carefully and get used to it, get to know the levels, practice your aim, and you can't go wrong. As always, there is no substitute for playing a human opponent as often as possible. Learn the tricks of gameplay and you can dominate even the most powerful opponents. Happy fragging!

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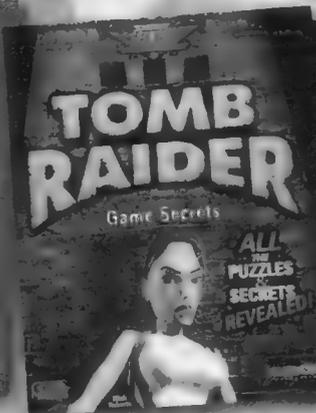
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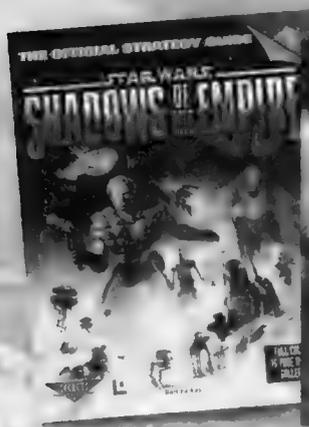
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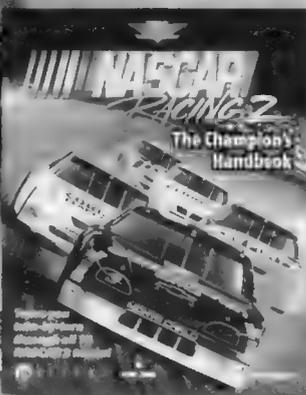
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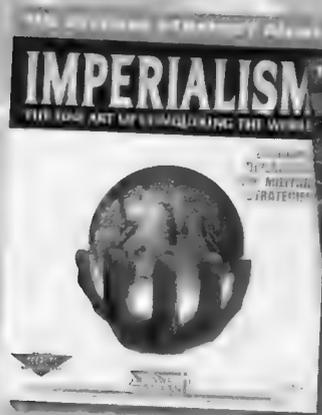
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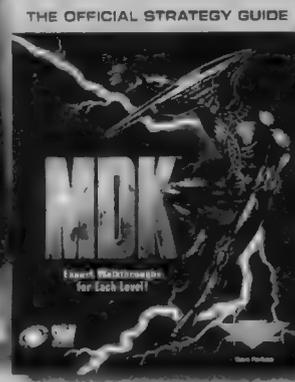
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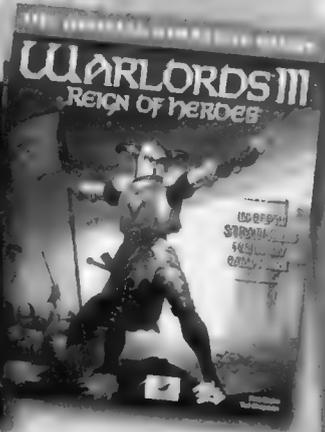
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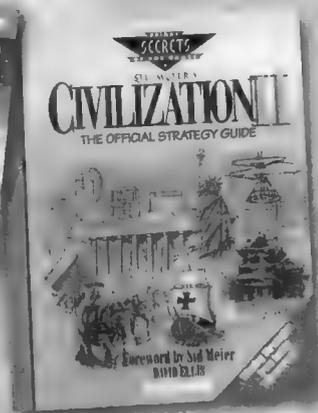
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