

Quake II FAQ

by Sir Robin

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(If anybody wants to create a good Quake II Logo with ASCII Art, I'll gladly out it up here with credit to the author, I'm not very good at that sort of thing)

Version .5

Revision History:

.5 - Added walkthroughs of the next 5 levels. Listed all the levels, number of enemies, and secrets on them as well as what weapons on the level are new to the player. Listed passwords to get to all the levels on easy difficulty. Updated name of enemy previously called "Tank II" to Tank Commander thanks to Damien Arnold (phycho4@hotmail.com). Added a few more Generic Strategies I thought up while playing through.

.25 - Not done, but submitted just to get something on the game out there.

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(*) sections are updated

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WEAPONS

1) Blaster - Useful all-around firearm. Does not use ammo, probably it's best feature. Useful for seeking out hidden areas, detonating barrels, hitting switches and killing the basic grunts. Also should be used in situations where you can hit but the enemy can't hit back, works well at long ranges too.

2) Shotgun - Uses shotgun shells. A less ammo-consuming alternative to the super shotgun. In most situations where a shotgun is warranted for medium range, use this weapon, as it will waste less ammo, and incur about as much damage as a super shotgun blast. Neither shotgun should really be used at long range unless absolutely necessary.

3) Super Shotgun - Twice the damage, twice the shells used. Used up close can put down an Enforcer in one blast, but from a distance the shot tends to spread too much to warrant the amount of ammo needed.

4) Machinegun - A light, fast weapon that uses bullets for ammo. Although bullets are rather abundant, uses ammo quite fast. Good for short and medium range attacks, but due to the light weight of the gun, the shots spread out, and again, should not be used at long range unless necessary. Keep it handy, when you find that you're full on ammo for it, and there's plenty of it lying around, pull it out and use it for a while. Effective on almost all light to medium enemies.

5) Chaingun - Never found a situation where use of this gun was needed,

except for firing it once just to see how it worked. Painfully long spinup time leaves you vulnerable and spindown time wastes ammo. Save your bullets for the machinegun and use a rocket launcher or a grenade launcher for high power long range attacks, and the super shotgun for close quarters.

6) Grenade Launcher - The most strategic weapon in the game. Very useful if you've played a level before and know there's an Enforcer just around the corner. Ability to ricochet off walls causes no end of suffering for our unsuspecting Strogg friends. Also invaluable in "shooting fish in a barrel" (See Generic Strategies). Never leave home without it. And never shoot it at a wall right in front of you.

7) Rocket Launcher - Shoots a rather powerful blast right at the intended target, assuming they do not move. In any event, a good all-around long and medium range weapon for the medium and up enemies. Do not fire at close range.

8) Hyperblaster - Quite a bit of fun, uses Cells for ammo. An improved chaingun, no spinup delay, but some spindown lag, wasting ammo. Goes through cells quite fast, and once you pick up the BFG10K, you want to save your cells for that.

9) Railgun - God praise the man that invented the railgun. And curse the one that gave it to the Stroggs. An intensely powerful gun that fires depleted uranium slugs and can rip through several low power enemies in one shot. Insanely long reload time, but most things you hit the first time won't be getting up for a bit anyway. If the target is in the path of the slug when you pull the trigger, it gets hit. Very useful to have around in the later levels of the game.

10) BFG10K - This is the weapon that makes bosses not so scary anymore. Pull the trigger, and wait about a second or two, and then a incredible ball of green energy flies out the barrel, severely hurting whatever was standing in its way. This gun uses 50 cells per shot, meaning with an ammo backpack you can carry 6 shots for it. Do not bother on anything less than the biggest enemies, and do not fire at close range.

ENEMIES

Light Guard - (Light) Armed with a weapon comparable to your own blaster, that is all the firepower you should bother to use on this Strogg. Shoot it two or three times and watch it go down. Be careful in Medium and Hard difficulties as they like to shoot once or twice after they go down.

Shotgun Guard - (Light) Armed with a shotgun, same strategy as above, but be quick about dispatching this one as there is not warning when he is about to fire, and the shot is instantaneous.

Machine Gun Guard - (Light) Armed now with a machine gun, this one has a brief warning sound before he begins to fire, but again, don't use anything more than your blaster on this one. Also watch out for post-mortem fire.

Enforcer - (Light/Medium) This character forms the backbone of the Strogg defence, and can be found on almost all levels of the game. He uses a chaingun attached to his hand and if he gets close enough, will attempt to belt you with it. The blaster can be used to defeat him if you have enough open space to get out of the way of his shots for long enough. If he manages to rush you though, use something more powerful. At close range a Super Shotgun blast can put him in his grave immediately. Watch again for him to spray his gun after he's dead. The machinegun is also quite effective if you manage to pin him with it as it effectively keeps him in one place and does not let him shoot back. Usually.

Dogs - (Medium) Probably can take about as much damage as an Enforcer, but way more deadly. They are a lot harder to hit, and when they lock on with that laser beam thingy of theirs, it's impossible to just dodge, you need to get out of line of sight with them. The preferred method of dealing with these is either find a way to set up a "fish in a barrel" (see Generic Strategies) as it seems that they cannot fire at any angle other than straight out, or to use

something hard and fast at a distance. Stay away from close quarters, but if it cannot be avoided, the first choice to kill them is the railgun, followed by the super shotgun.

Gunner - (Medium) Has both a grenade launcher and a chaingun. Can be felled quite easily with a series of medium range shotgun blasts, or a few grenades/rockets of your own. Moves pretty fast. Just remember to get out of the way when the grenades start flying.

Berserker - (Medium) Can do a whole mess of damage to you with his big, pointy arms, and can take as much as he dishes out, but he has one major failing. He has no long range attack. This makes it recommended to use the blaster to take him down whenever you have open room to continually back away from him while shooting. Especially useful is if you can put a ledge between you and him. Whether you have the high or low ground is not important, the important part is that he can't reach you and you can sit there and shoot him until he decides that now is a good time to die.

Iron Maiden - (Light/Medium) The manual makes this Strogg seem much more deadly than she really is. At a distance, she typically walks in a straight line, ducks often, and her firing sequence is easily interrupted by hitting her with something. On easy mode, these are dispatched with nothing more than a blaster quite frequently. She gives off a distinctive sound plenty well in advance before shooting her rocket launcher, giving more than enough time to sidestep out of the way. Up close one should try to dispatch her a little quicker with perhaps a more powerful weapon, but otherwise, they're not nearly as tough as they're made out to be, I doubt they have as much health as an Enforcer.

Gladiator - (Medium/Heavy) Extremely dangerous, when sighted, do not stop moving side to side, for if one of its shots from its railgun connect, you're in an awful amount of trouble, at least 25 health worth. Pump rockets, grenades or your own railgun slugs into it. Moves incredibly fast for something so huge.

Mutant - (Medium) Not many of these in the game, only have close-range attacks, and usually start coming at you from a distance. As long as you can dispatch of them before they get too close, they are not much of a threat. Move quite fast. Use a railgun, machinegun, or hyperblaster if needed. Grenades or rockets are mostly ineffective as by the time the shot reaches the target, the target has moved.

Flyer - (Light/Medium) Can't take a whole lot of damage, three or four blaster shots are typically enough, if you're feeling lucky. From a distance you get enough warning to side-step their shots, being two rapid fire laser blasters, but much closer and you end up getting hit. Don't bother with grenades at all, and you have to be a really good shot to hit with a rocket, especially since they move pretty fast. The machinegun works rather well, as does the shotgun at closer range.

Icarus - (Medium/Heavy) Can take a lot of punishment, flies, and uses two shoulder-mounted laser blasters. Recommendation, do not let it shoot. Put two railgun slugs through it as fast as you can, and if that isn't an option, rush it with the super shotgun. The quicker it's dead, the better.

Tank - (Heavy) The manual named this enemy Tank, though those of you who've played through the game already know there's an enemy far more deserving of that title. We'll come to him in a minute. Well, "Tank" here uses rockets, a chaingun, and a laser blaster. Doesn't move fast at all. Best thing to do, find a nice long hallway with bend at the end and sit in the bend, popping grenades around the corner for him. Otherwise, just find a nice spot of cover and pop out occasionally to fire a grenade/rocket/railgun slug or three into him. Usually falls in under ten grenades. Warning: Do NOT pop out of cover while he is firing at you.

Tank Commander - (HEAVY) This one looks like a tank about the size of a small house. This would be a good time to use your BFG10K. Now.

Guardian - (HEAVY) Big ugly thing. Lots of armor, lots of ammo, lots of weapons. Moves pretty slow. Find a corner to keep popping out of. When you

run out of BFG10K ammo, use your railgun next. Note: Do not stand and let it shoot you.

Flying Guardian - (HEAVY) Big flying ugly thing. More trouble than a Guardian. By the time you face these, you probably won't have any BFG10K ammo left. If you do, use it, then fall back on the railgun. Do not stop moving. Circle around it by turning and strafing at the same time and continue to pump railgun slugs into it until one of you has had enough.

BONUSES AND POWERUPS

Ammo

(note first max amount is normal, second is with ammo pack)

Bullets - 50 per pickup. Max 200/300
Shells - 10 per pickup. Max 100/200
Grenades - 5 per pickup. Max 50/100
Rockets - 5 per pickup. Max 50/100
Cells - 50 per pickup. Max 200/300

Armor

Green - Flak Jacket
Yellow - Combat Suit
Red - Body Armor
Armor Shard - 2 pts or armor protection

Health

First Aid Kit - 10 health pts. Max 100+
Medkit - 25 health pts. Max 100+
Stimpack - 2 health pts. Max 200?
Mega-Health - 100 health pts. Max 200 - drains slowly to 100+ regardless
Super Adrenaline - Permanently increases your max health by 1 pt

Note: The Mega-Health and Super Adrenaline descriptions are reversed in the manual.

Misc.

Silencer - Frankly can't see the point, but temporarily silences the firing sound of any weapon. It lasts about a minute or so.
Ammo Pack - Allows you to carry more ammo (see above for new maximums).
Environment Suit - Protects you from biohazards like toxic sludge temporarily.
Power Amplifier - Quad damage. Increases weapon damage by a factor of 4.
Invulnerability - Is there anything to say about this?
Invisibility - Same here, the name says it all.
Power Shield - Provides protection from energy weapons. When hurt, it will draw on your cells.

GENERIC STRATEGIES

Some basic hints if you're trying to play the game for yourself but don't want somebody to lead you by the hand the whole way.

-Very Important Technique: Fish in a Barrel. This involves getting an enemy at the bottom of some long drop, like at the bottom of a lift, and then lobbing grenades down on the hapless victim. Very useful on Dogs, or anything significant firepower. The important part is to shoot the grenade at the SIDE walls of the hole, not at the back wall. If you shoot at the back wall, the

grenade will go flying out the opening of the lift on the bottom, you want it to bounce around inside the bottom of the lift, so shoot the side wall as straight on as possible.

-Usefull technique for finding secrets and finding out traps: Any wall that's supposed open will NOT cast light from a shot from a gun on it. At this point, look around for a switch you can shoot to open it up. Be sure to look up, as they are frequently found there. if you cannot find a switch, proceed, but be wary of some enemy or two popping out of there and chewing up your back when you're not looking.

-Use cover. Don't just sit there and get shot. Most enemies give off a warning sound right before they shoot, or have shots that travel slow enough you can step out of the way before it gets to you. Shoot until you are about to get shot, then step out of the way until you can shoot again.

-Never underestimate the potential of taking out an enemy with the blaster, especially Berserkers, as this can be done quite often with them. These guys take a lot of ammo otherwise, and if you can easily just pot shot them from a remote location, do it. It will take a lot longer, but you'll have more ammo when you need it, and you won't have any less health. Always give your health priority over ammo, though. You can't shoot dead.

- Circle around enemies who's weapons have delays from the time they fire to the time they impact (ie. not anything with bullets, or the Dogs) Keep turning in one direction while strafing in the other and you'll neatly circle around an enemy while keeping your aim on him.

- The Strogg are a rather irritable and simple-minded race. They will shoot anything that shoots them, even if the shot that hit them was from one of their comrades that was intended for you. Whenever you run into a good sized pack of them, see if you can't get them to start laying into each other while you duck out for a while and then pick off the stragglers.

WALKTHROUGH

The walkthrough is for the Easy level only. The Medium and Hard difficulties are identical except for the positioning and type of enemies you will encounter. The main purpose of the walkthrough is to tell you where to go, how to get there, and most important, where all the secrets and bonuses are hidden along the way. An official secret (One acknowledged by the game) is marked with an (S#), with the number being which number it is in the level (first, second, etc).

Stage 1 - Strogg Outpost

Enemies - 9

Secrets - 4

New Weapons - Shotgun; Super Shotgun

Fly down the ravine you start in. Go to the left and grab the armor shards. Pick up the shotgun to the right, but hold off using it, the whole stage can be taken out with just the blaster. Go through the door, pop the two Light Guards waiting there. Dive off the platform to either your left or right into the water, turn 180 degrees around and dive under the platform you were just standing on. Grab the armor shards and shells underwater there (S1). Now go across the room to where the stimpacks are up on the ledge. Go on the other side of the ledge from the stimpacks where the boxes are coming from and there is a chain moving up the wall. Press up against the chain and face the other direction. After a moment or two, you will begin to move up. Jump onto one of the boxes that will pass by (do not stay on the lift too long or you will be crushed against the ceiling). Ride the box until you can jump onto the ledge just above the door and get the invisibility powerup there (S2). Drop off and go in that door. Blast the unsuspecting Light Guard through the next door, blow the barrels to get the armor in the box and grab whatever else on the

floor you see that appeals to you. Then, go over to the lift and push the button to ride it up. At the top, a Light Guard will come through the door and start shooting at you. Cure him of life. Follow the corridor behind that door, killing another Light Guard along the way. When you get into a large room with moving boxes, walk out on the left ledge that has a stimpack at the end of it. Look down and to your right until you see some barrels. Place a shot into them, killing the Light Guard that was napping by them. Drop down and pick up the super shotgun in the hole you just blew behind the ladder (S3). Climb the ladder, and go into the next room. Shoot the button as prompted and enter the alcove to the left to get the adrenaline and boost your health max to 101 (S4). Go through the door under the button, kill two Light Guards and one Shotgun Guard. Go straight into the water and follow it right to get two stimpacks and two armor shards. Get out of there and follow the ramp up and around to the exit lift to the Central Complex.

Stage 2 - Central Complex

Enemies - 22

Secrets - 3

New Weapons - Machinegun; Grenade Launcher

Head out of the elevator slightly to the left towards the box on your level. There is one Light Guard hiding behind the support column in the far right of the room, and there is a Shotgun Guard hiding almost directly behind the box you were just pointed towards. Dispatch both of them, pick up the shotgun. Climb up on the box next to the grenade pack. Jump from the box onto the ledge behind the support column to claim a set of Combat Armor (S1). Grab anything else lying around that suits you and proceed to the opening that was to your left when you exited the lift. Directly inside to your right is a Shotgun Guard waiting for you. End his existence. Go up the stairs. There is a green path leading off to the right and a path straight ahead that turns left. Follow the path that turns left, go around the left corner and kill the Enforcer down the hall. Now back up and take the green path. Directly around the corner will be a Shotgun Guard, dispose of him. Around the next corner is a large pipe to the left, with a barrel next to it at the end. Wait. Slowly advance with your aim on the barrel. As soon as an Enforcer pops around the corner and runs up next to the barrel, shoot it. Go around that same corner and kill another Enforcer at the end of the corridor. Grab the machinegun and any other toys you see that you like. Now go back to the hole you blew in the pipe. Follow the water flow out of it into a pond of sorts. Around to your right there is a platform with a few barrels, a Shotgun Guard and a few goodies. Pop a barrel to take out the Guard, all of them will go off. Take the lift up. There should be one Shotgun Guard wandering about right in front of you. End his life. Leave the lift facing left and shoot either the barrel or the Shotgun Guard, whichever you prefer. Grab the explosive pack there. Then, go to the right of the lift. Hug the wall and look down to the lower level until you can get a clean shot at one of the barrels, but try not to spook the Shotgun Guard who's guarding them. We want to surprise him, get it? After parts of him are all over the room, grab the Adrenaline that was hiding behind the barrels (S2). Leave that room by the archway in the far right corner (from the Adrenaline). To the right will be an Enforcer, who won't be able to enforce much once you're through with him. Grab the grenades he was hoarding and press the button to open up the door, but don't go through it yet. Go down the stairs that were to the left of the arch you just passed through, killing the Shotgun Guard and picking up stuff on the way. At the bottom, you'll find an Enforcer, a grenade launcher, and a great view. Look at the back of the Gunner, and show him your opinion on his continued existence by placing a super shotgun blast directly in his back. Then, move back and to the left and continue to place blaster shots through the left-most opening in the wall. If he tries to shoot back, move out of the way, but keep back and left

enough that there's only room for your shot to go through the opening and peg him. After he's gone on the the Place Where Stroggs are Eternally Blessed, go back up the stairs and follow the path back to the point where you entered the green colored tunnel instead of taking the path that turned left. The one where you killed your first Enforcer, remember? Head down that path this time. Turn left at the end of the hall. Across a bridge spanning the main room there will be another Enforcer waiting. Pop him. Go to the end of the hall. To your right is a Shotgun Guard waiting. Jump out of the hall and bust him. Then go to your left around a corner and break open another Shotgun Guard. The door he's guarding is locked, so head back to the stairs that the first Shotgun Guard was standing on. Go the the point where it turns left and changes to a ramp. Go up the ramp facing backwards and looking up and a little to the right. There will be a ledge at the end of a ramp that you can see. On this ledge there is an Enforcer. End his life. Drop the charges off at the big computer thingy. Go to the ledge where you just killed the Enforcer. Grab the super shotgun there. Looking out at the computer from the ledge, there will be a large blue strip in the wall to your left. Run and jump from the ledge and land on the edge of the strip. Walk along the edge of it. At the end you will be able to enter a secret room that has a Power Amplifier in it. Grab that (S3). The door that was locked before is now open, so go through that, kill the Shotgun Guard on the other side and press the switch he was guarding so carefully. The blue force field in the main room is now open. Proceed back to the main room, dispatch the Enforcer that was behind the field and take the Teleporter on to the Intelligence Center.

Stage 3 - Intelligence Center

Enemies - 23

Secrets - 3

New Weapons - None

Grab the grenades and health, go around the corner to your right, kill the Light Guard. Go through the door, there will be an Enforcer to your left. After removing him from the physical plane, look up just beyond the door you came through. There will be a switch in the ceiling that will open a door right in front of you that contains a flak jacket (S1). Follow the right set of stairs and kill the two Light Guards at the top. Backtrack to the door you came through. Head out onto the glass to the left and pick up the grenade launcher and grenades. Now go up the left set of stairs (so you can grab the shells on the steps) and go through the door at the top. There will be a Light Guard and an Enforcer. Take the lift down. Kill the Light Guard at the bottom. There is a hidden door to the left of the lift. When you pass by the box in the hall it will open up, allowing an Enforcer to peel at your back. No problem right? Walk backwards. Not that simple. As soon as that Enforcer pops out, another on down the hall in one of the side rooms will come out too. You figure out how to deal with it. I suggest diving into one of the two rooms at the end of the hall and letting them come to you. After you've disposed of them, there are grenades and a switch to open the locked door in the left room, and another flak jacket in the right room. Go in the now unlocked door at the end of the hall and jump or run under the beams, whichever is appropriate based on which one is flickering. Take the left route for now, the right is locked. In this room you will have to eliminate two Enforcers, followed by a Machine Gun Guard, then two Shotgun Guards. Jump up on the pile of boxes at the right side of the end of the hall before turning left and shoot the grating with a different pattern on it. Crawl in and grab your brand new ammo bag (S2). Turn around and drop out of the crawlspace. Switch to your grenade launcher and lob on into the right side of the window across the way. Do not go through the arch, but you will have to get close to the arch. When you've heard a squishy sound following the grenade explosion, you got him. After that, enter the arch facing left. You will have to contend with an Enforcer and a Machine Gun Guard

there. Follow the path up the ramp and to the right, then activate the computer to open the security door on the other side of the beam room. Backtrack to that room and go through that door. There is a Tank just around the left corner. Now is a good time to put your grenade launcher to good use. Dive around the corner, pop off a few shots, dive back, repeat. Shouldn't take more than 10 direct hits. Grab the combat armor off the box and the machinegun lying about and proceed to the end of the hall. The right path is blocked, so you'll have to take the left, where an Enforcer is already shooting at you from. Follow the Armor Shards, kill another Enforcer at the end, and a Machine Gun Guard to the right out of the hallway. Now, go to the left on the other side of the stack of boxes. There is a cracked, sparking wall. Shoot it for grenades and health (S3). Grab the data disc. As soon as you do, doors will open up to your left and right and let out an Enforcer each. Deal with them as you see fit. If you're unarmed, try harsh language. Press the button in each alcove where they were to open up the previously blocked route to the lift to the Com Center.

Stage 4 - Communications Center

Enemies - 19

Secrets - 3

New Weapons - Chaingun

Leave the lift, turn 90 degrees left, look straight up and move forward until you see a button that you can shoot. It will open up a door to your immediate left with health in it (S1). Enter the "pump" room. There will be one Enforcer straight out from you, and another off to your left. Take the passage to the left the Enforcer came from. Follow it to an open room. There will be two Flyers and one Enforcer to the right to cause you trouble. When they are dead, grab the chaingun and ammo and any other bits and pieces lying around. Then, follow the far wall until you're standing next to the stairs on the right side of them. There will be a button you can shoot to open a cove across the room that has a silencer in it (S2). Go up the stairs into the room there. You should find two Enforcers, one to either side of the entrance. Now go all the way across the room from the lift and look up slowly until you can see the top of a Dog waiting for you. Blast him from the ground as it is much safer than taking him on on the same level. I've never had him shoot back at me from this spot. At the top of the lift an Enforcer across the way will notice you. Eliminate him as you see fit, but try not to step off the lift. Switch to grenade launcher then and step off the lift. Move slowly to your right. Eventually the right wall in front of you will blow open. Lob a few grenades in the opening to harm the Gunner that's about to pop out. After he's toast, don't forget the flak jacket on the box on the level below. Drop down from above to get it. Then head across on the path. You'll be in the "pump" room, only up above. There will be a Flyer to your left and an Enforcer to your right. Follow the path to your right until another T-section of sorts. There will be an Enforcer to your left, pop him, then hit the switch he was guarding. This will stop the pump. Go back on the catwalk, drop down to grab the environment suit off the stack of crates and jump in the sludge to get a Mega-Health (S3). Follow the path until you get back where the button was that stopped the pump, then follow the path to the right instead. There will be a Flyer off to the right, and then an Enforcer in an alcove to the left after the left turn. Up ahead at the end of the hall on the right, the wall will blow open and let another Enforcer out. Kill him, raid his stash, then head down hall. Eventually you'll run into another Enforcer. Enter the door he was guarding and kill the Flyer and Gunner inside. Set the data disc on the terminal at the far side of the room. The green force field behind you will now be open, take the teleporter to the Orbital Defence platform.

Stage 5 - Orbital Defence

Enemies - 29

Secrets - 4

New Weapons - Rocket Launcher

Head up the ramp and to either the left or the right. Eventually you'll run into a Berserker, lead him back to where you started and use the area where you materialized as a "barrel" for the "fish in a barrel" trick. There are several Berserkers in this level that this can be done to, so I won't bother to mention this every time. If you get him down where you started and you stand on the higher ledge to either side you can sit and pelt him with the blaster without a problem. Beyond where you found the Berserker, there is a Flyer up above lying in wait for you. Peg him. Around the corner to the right is a Tank. Idea. Lob grenades around the corner and continue to pelt him as he approaches. Behind him, next to the wall, straight up is a switch on the ceiling. Shoot it. This opens a cove hanging from the ceiling down the stairs to your right. You can get it by jumping from the stairs after you shut the gravity off. Head down the stairs, kill two Flyers, followed by a Berserker. Grab the chaingun off the dead body. In the main room with the gravity generator, there are three Flyers. Also if you look in the windows up to your left, there's an Iron Maiden hanging out up there. You can pop her off from here with just the blaster. At the end of the room down the left turn, a Berserker will come running after you, check him. Up the stairs that follow will be one Flyer. If you haven't killed her previously, the Iron Maiden is at the top of the steps. Hit the switch to get the gravity off-line. Back down the steps and jump straight across to get the combat armor. This is a great spot to sit and pick off Berserkers, especially the one running around the now-dormant gravity generator. There will be another one to the left right after the gravity generator room, a Flyer in the middle of the stairs, and another Berserker at the top of the steps. Follow the corridor, kill an Iron Maiden, and stop when you see sparks coming out of a vent in the ceiling. Shoot there and collect a Mega-Health. Hit the switch at the end of the hall. Kill the two Flyers putzing about outside and jump the bridge. Hit the switch on the other side to undo the field between you and the Iron Maiden before she gets close. Down the hall and to the left is another Berserker. What I like to do is lead him back to the area where the switch was, hit it when we're both inside, then jump across the bridge and shoot him from across the bridge. Anyway, back where the Berserker was, the exit is covered by an energy shield. Enter the hangar to the left. As soon as the ship takes off, jump into the hole it came out of before it can close. You'll get a rocket launcher and some rockets for your trouble (S2). After you come up the lift from down there, dive across the room to the other side. Looking up on the ledge where you just were standing there is an Iron Maiden there. Kill her from a distance, keeping in mind that just above you, lumbering about, is a Tank. When the opportunity presents itself, jump up onto the ledge, run into the hall onto the right, and spook the Berserker that you'll find there, and lead him back to where the Iron Maiden was. Kill him in the same fashion you killed her. Where you're feeling ready, go up to where you spooked the Berserker, grab the grenade launcher, and pop a few up Mr. Tank's. After he becomes a meat by-product follow the ledge and take a left. In this room are two Berserkers. You can lead them back out to the ledge you were just walking on and peg them off from the ledge the Iron Maiden was sitting on. In that room, after it's clear, you will find the 3 charge packs you will need for the next level. Jump on a tiny box that's not colored like the rest in the right close corner of the room (from the door) to open up a door next to the box with combat armor in it (S3). Make sure you land on all the crates in the room just in case...I haven't been able to pin down which one opens the door at the end of the hall outside the door and frees the Berserker that is now entering the room to rip you to shreds. After killing him, enter the new room open at the end of the hall outside the door (S4). Kill the Flyer in the hangar and the Iron Maiden waiting for you in the

hallway outside by the exit. Hop in the teleport and make your way to the Docking Station.

Stage 6 - Docking Station

Enemies - 22

Secrets - 3

New Weapons - None

Grab some shells and ammo by the start. Switch to a high-power weapon, around the corning is your first Icarus. Make it your first dead Icarus. As you move down the hall into view of the main room, another Icarus will spot you. Eliminate him. The machinegun works well at this distance. An Iron Maiden will also spot you. Kill her next, she's far enough away to use the blaster on. As you move into the room, there's another Icarus to the right. A few up close super shotgun blasts will help his disposition. As you go about the room, notice the mid section of the right wall does not reflect the light of blaster fire. Make a note of that. Enter the ramp on the lower level. (Do NOT fall in hole under big blue spinning thingy) Around the first corner is a Berserker. Run back up to the highest level and go to your left, leaving the Berserker to wander about alone down below. Notice the wall across the room is now open and has let an Iron Maiden out. Dispatch her over the distance, and pot shot the Berserker until it collapses. Head back down the ramp. Grab the stimpacks. Launch grenades around the corner until you hear them connect with something. Switch to the rocket launcher and back the hell up in preparation for the for the Gladiator about to come around the corner to waste you. Let him have his. Take the left he was hiding around. Then take 2 90 degree turns and spook a Berserker. You can lead him back to where you killed the last one and remove him. After dropping of the 1st charge on the 1st generator, step on the lift that the Berserker was guarding and back off right away. Shoot the switch that was underneath the lift and grab the adrenaline in the alcove to your left that opened up (S1). At the top of the lift is an Iron Maiden far enough away to be killed with a blaster. Around the first right is a Berserker who can be killed with a blaster if you're fast enough at staying out of his way, but you're better off just showing him the business end of your super shotgun. In the 2nd generator room is an Icarus, kill him dead. Around to the right is another one down the hall, send him to see his friend. If a Berserker hasn't already tried to run up the hallway where the Icarus was, move slowly down the hall until you spook him (do NOT go all the way around the corner yet). Kill the Berserker and place the 2nd charge in place. At the end of the hall around the left corner is a Gladiator. Nothing fancy here, use rockets and keep moving. The first lit square on the left wall around that corner where you sighted the Gladiator from has a raised part sticking out from it. Jump at it to activate a door to your left with some ammo and health in it (S2). At the exact point where the Gladiator was standing you can see a window where a Berserker can see you back. Go around the wall to the right to kill him. Also, kill the Iron Maiden hanging out there. Activate the computer console. Kill the Icarus around the corner and an Iron Maiden in the 3rd generator room. DO NOT SET THE 3RD CHARGE YET! Leave the room through the other exit where you will find a Berserker waiting for you. Follow the path behind him back to the main room. In the now open passage to the right is a Gladiator. Proceed with caution. Behind him, in the larger room is another one wandering about. Kill him from the corridor. As you enter the room, there will be an Icarus up and to your right. The machinegun works best here, unless you want to lure him closer for a personal interview with your super shotgun. Proceed to the side-room to the right where all the boxes are stacked up. Shoot the black boxes to destroy them. Stand in the spot where the black box to the left was. Face the wall that it was blocking and look down. Behind the box you're standing on is a shootable switch. Don't just stand there, shoot it! This will open up a area to your left with some grenades and some other toys (S3). Now you can go

back and set the charge in the 3rd generator room. Run back to this room, activate the computer to the far left and jump in the door to the airlock that just opened up so you can board the Strogg Frieghter.

Stage 7 - Strogg Frieghter

Enemies - 28

Secrets - 2

New Weapons - Hyperblaster; Railgun

As you open the door in front of you, there will be one Light Guard posted high up and to either side of you, and one Gunner charging down the middle of the firing path they are laying down. Duck back into the start room to avoid the fire of the two Light Guards and kill the Gunner with a longer range weapon. Then, duck out, and one at a time, kill the Light Guards with your blaster. Ride the lift up and gather what health, etc. you need that is lying about. Take either the left or right path around the pillar at the top of the lift. At the divergence of the path again there is a Light Guard to either side. Dispatch them and shoot the oddly colored and sunken in portion of the wall in the direct middle of where the path splits. In there you will find a hyperblaster (S1). Switch to a short range powerful gun and ride the lift up that is around either corner. At the top, kill two Light Guards and a Gunner. The Gunner does not notice you right away, so kill the Light Guards first before the Gunner has a chance to start firing. As you move around another pillar in the path you will be accosted by another Gunner in the next room. Use the pillar for cover as you eliminate him. As you go through the door at the end of the room, there is yet another Gunner to your left in the hallway beyond the door. Take the door to your right in the hallway. There is one more Gunner directly through that door. Back up and take him out as he comes to you. Through the door, to the left, down the hall, throught the door to the left...a Gladiator. Use something fast and lethal. Do not get shot. Up the lift he was guarding is another Gladiator. Use something fast like the machinegun or chaingun. Stay on the lift and move back and forth. Staying on the lift gives you the advantage of dodging up and down every now and then. Enter the door he was guarding and look to the left. Kill two Light Guards running down the hall and watch with horror as the side-coves are shut off, trapping a most beautiful railgun behind it. Oh well. Step on the lift, but back off right away. Let it go down, then use the "Fish in a Barrel" and start launching grenades down. There is one Light Guard at each side to the exit to the lift, but what you are really looking for is the Gladiator down there. Keep shooting until you hear him die. Then drop down. If you killed those three from above, the room should be empty. Press both keyboards, grab the blue key, then turn 180, and press the button in the cove that just opened up. In the cove, look straight up. Shoot the switch on the ceiling and grab the adrenaline to your left that is avaiiable now (S2). Go back up the lift and be ready for the Gladiator waiting for you at the top. Use something fast and deadly. The hyperblaster is quite effective. Grab your brand new railgun in the rooms to the right. As you take the right at the end of the hall, there will be two Light Guards waiting for you there. Kill them. Jump off the edge, go through the door, down the hall to the right, and through the door to the right. At this point, a 3-pack of Flyers should come out of the door at the end of the hall. Eliminate them. You can use the blaster, but to be quicker and safer, use the machinegun. If they get close, shotgun. Go through the door at the end of the hall. There is a gunner patrolling that hallway. Kill him up close and personal-like. Go down the hall to the door marked with the blue key logo. Enter, but carefully. There is a Tank and two Gunners inside. Now is a good time to test run your new railgun! Enter the bridge and press both key consoles. Drop down the hole that opens up, grab health and armor shards, and enter the door to proceed to the Cargo Bay.

Stage 8 - Cargo Bay

Enemies - 33

Secrets - 3

New Weapons - None

Proceed down the hall, through the door on the right is a Berserker. Kill him up close and personal. At the top of the stairway is two Gunners. Use the railgun if you can't handle the pressure, but the super shotgun can work wonders on these two. Switch to your blaster and drop down the broken lift. At the bottom, kill the Light Guard who spots you immediately. Slowly advance and kill the next Light Guard who comes into view on your left. Advance further and a Berserker will come into view straight to the left. You can just run around the room and kill him with the blaster if you feel confident enough, otherwise use the super shotgun up close. On the left side of the room is a wheel that will turn as you run up against it, unlocking a portal on the floor leading to some sort of in-ship sewer tunnel. Drop down it. Follow the path of armor shards and kill the two Flyers that come into view around the corner. At this range my preference is the shotgun, but the machinegun works well too. Follow the tunnel and go up the lift at the end of it. Come out the door at the top and waste a Gunner waiting behind you to your left outside the door. Super shotgun up close does wonders. You could also try to bank a grenade there before you come out of the door. Grab the goodies and go through the door into the next room, where there is another Gunner. End his meaningless existence. Follow the conveyor belt on the right side of the room to get some body armor (S1). Leave that room and kill three Light Guards in the next room, two on the floor and one up on a box. Climb up on the highest box in the room, the one tipped slightly to the side. Face away from the door that is the exit of this room, and jump onto the platform where the boxes are moving. Follow the path of stimpacks and jump across and hit the button. Inch back out and position yourself so you can look between the crack of the platform where you are and the conveyor belt. A door just across the room under the door to leave the room has just opened up, letter a Berserker onto the ground floor. Pot shot him with blaster fire. Now, this is important to do as quick as possible. Grab the stimpacks in the cove and then the invisibility (S2). This is where you need to run really fast to save yourself a lot of damage. As long as you're invisible, enemies won't shoot you. So, jump up on the crates and go through the door, grab the chaingun if you want but the super shotgun will be most helpful here. To your left a Gunner will pop out followed shortly by three Machine Gun Guards. After you advance far enough down the corridor, the wall behind you will drop open when you're not looking, letting out a pair of Light Guards. Try to kill all of them before they can see you. Grab the combat armor from behind you where the Light Guards popped out from. Walk down the hall, take the left and a little further down, you'll run into three more Machine Gun Guards. Show them your definition of peaceful co-existence. Now backpedal just a little, and align yourself between the two big pipes on your right. Look down between them, and shoot the button at the end. This will open an area to your left with a Power Amplifier and some health. Switch to the shotgun and blaze as fast as you can through the next set of enemies, taking advantage of the damage boost. Run down the hall to the right, through the door, take a right, kill two Flyers and a Gunner guarding the red key. Grab the key and follow the path to the left, kill a Gunner guarding a lift, one up-close shotgun blast is enough if you still have your Power Amplifier working for you, take the lift up, kill two more Gunners at the top. If you're good, you should be able to get this far before you Power Amplifier wears off. Drop down through the holographic display and activate the computer console. Ride the circular platform in the middle of the room down. Follow the corridor at the end of the ride, and go through the door into the room with the escape pod. Through the door there will be one Gunner in front of you, one off to the right, and one Gladiator off the the left. Concentrate your fire on the

Gladiator, as he will stay behind the other two usually and therefore stands more chance of hitting them than you. Try to kill him before you kill the two Gunners. After they are dead, grab all the goodies lying about, and run into the escape pod so you can drop down to the Zaxite Mines.

Stage 9 - Zaxite Mines

Enemies - 24

Secrets - 1

New Weapons - None

A pretty simple and straightforward level. You start out on a raised platform with a grenade launcher. There are two pillars sticking up from the ground floor, and a door to either side on the ground floor. Guarding each door is an Enforcer. Behind each pillar is a Dog. After the shooting starts, one Enforcer usually comes through each of the doors. The best way to do this is to start off by firing one shot at either of the Enforcer guards and then backing up out of shooting range for them and bouncing grenades off the pillars until everyone is dead. Whether you take the left or right door first matters little in the end, but just for convention's sake (who's convention? Mine.) we'll take the left path. First thing there is another Enforcer. Then, as you advance further in the room, you'll see a Gunner up on a bridge, and your very first Mutant scampering after you. Make him feel unwelcome from a distance with a machinegun, assuming you can keep the crosshair on him. If he gets too close, use the super shotgun. Quickly. Now, concentrate your efforts on the Gunner up above. Rockets, machinegun, whatever you see fit, just try and keep your distance. There are two more Enforcers waiting for you, one will come after you if you go to the right under the bridge, and the other is along the left path after the first right bend in the path. Show them how you feel. Push the button under the bridge. At this point, it's usually better to grab what you want from this room and backtrack back to the starting room, then take the right path this time. Pretty much the same setup as the left path, an Enforcer in your view right away, a Gunner on a bridge up above, and a Mutant coming to chew your brains out. Kill the Enforcer before he sees you, then take out the Mutant. You may have to kill another Enforcer who got all upset that he didn't get killed first before you take out the Gunner up above. Again, rockets work nicely shooting up there, but make sure you aim for the pillar he's walking around, so if you miss, they still explode nearby him. If you already haven't killed the extra Enforcer, do so now, and his buddy hanging out at the end of the room. Flip the switch under the bridge and go to the on the other side of the cavern. Go through two doors and see a Berserker just sitting there all bored like. Liven up his afternoon. There's all kinds of open space in the room you just came from, you can lead him back there and kill him with the blaster quite safely. Now, in the room where you spooked him, do NOT fall off the passageway. Go into the door to your left that is open already. There are two Enforcers and then two Gunners in this room. Get close with the shotgun or super shotgun but not too close. Shoot the ice on the floor in the center of the room and dive down for some combat armor and a few stimpacks (S1). Now, go to the left door, follow the bridge and push the button. The mines will begin to shake. Now go back and go through the other door. Push the button there. This time, drop off the bridge and head back to where the exit was locked before. Guarding the exit, but looking forward and not to the side where you are now standing is another Mutant. Put a railgun slug or a rocket through his head and go through the exit. This will not get you all the kills, but you'll be more alive and with more ammo to take on the Storage Facility.

Stage 10 - Storage Facility

Enemies - 20

First thing's first. Most parts of this level can be taken out with the blaster. Except for one part, which should, under no conditions, be attempted with the blaster. Except for the part, and an Icarus or three, most of this level is simply the token Strogg guards. Now, dive into the door in front of you at the start. There are two Light Guards and two Shotgun Guards in here. Start off by shooting the explodable crates to your right, that will take care of one Light Guard and one Shotgun Guard if you're quick enough. Pop off the other two (Shotgun Guard first), then back out of that room and head down the hallway to your right. Kill one Light Guard at the end of the hallway, and go through the door to your left. Don't get so overwhelmed by the button there that you don't notice that around the corner to your right are two Light Guards waiting. Exterminate them and go back to the room you entered first, killing the Light Guard that was blocking the door to the room. Grab all the stuff lying about the teleporter, then hop in it to the planet surface. Immediately to your left a Light Guard will attempt to annoy you. Swat him. Head over to the right side of the stack of boxes and destroy the explodable one under the box that has a mega-health on top of it. This will also kill a Light Guard who was sitting on the other side. Oops. Now climb up the small box onto the larger one and grab the mega-health. Go to the end of the room and take the right door, seeing as the left one is locked. There are two Light Guards there and one more around the left corner. Take the lift to the left of the last guard, turn around, and jump across to grab some slugs that were on top of a box there. Now take the lift up and follow the path it leads to, pushing the button at the end. Turn around and watch the bridge you just went over drop apart, letting a box drift by in the clutches of a mechanical hand. Drop down and follow the box as it deposits an explodable box that was inside it. Blast it to break open the door that would not open. There is another door beyond that one that is a little more forthcoming. Beyond that door is a big open area with an Icarus right next to another Icarus waiting for you. Kill them. Head around to your left. See a body armor up on a box on top of an explodable box. Shoot the exploding box, then jump on one of the shorter boxes nearby to jump over to get the body armor. Then, jump up on a stack of boxes on the other side of the room to get some more goodies up on ledges. Once you have all the toys you want, go through the mirror-lined corridor, take a left, go through another mirror-lined corridor, kill one Light Guard at the end, and two more Light Guards around the stack of boxes to your right. Hit the switch to activate the laser, and circle around the stack of boxes until you see the explodable box. Shoot it, then jump up on the box drops down that was on top of it. Drop down on the other side of the short box and collect your brand-new BFG10K (S1). Take the door on the other side of the laser, and find yourself in the room you started in when you teleported to the planet surface. Follow the same path out into the open room, but watch for the Icarus in the room with all the boxes. Use the boxes for cover. Head out into the open room, hit the switch you were unable to before. Switch to the BFG10K. Wait for the Tank Commander to come out of the big grating area on the floor. Two or three well-placed BFG10K shots will put him in his place. Step on the lift he rode up and proceed to Organic Storage.

Stage 11 - Organic Storage

Enemies - 42

Secrets - 2

New Weapons - None

Stage 12 - Processing Center

Enemies - 42

Secrets - 3
New Weapons - None

Stage 13 - Geothermal Station

Enemies - 26
Secrets - 2
New Weapons - None

Stage 14 - Detention Center

Enemies - 18
Secrets - 3
New Weapons - None

Stage 15 - Research Lab

Enemies - 28
Secrets - 3
New Weapons - None

Stage 16 - Bio-Waste Treatment

Enemies - 36
Secrets - 3
New Weapons - None

Stage 17 - Access Conduits

Enemies - 27
Secrets - 3
New Weapons - None

Stage 18 - Descent To Core

Enemies - 19
Secrets - 2
New Weapons - None

Stage 19 - Command Core

Enemies - 4
Secrets - 1
New Weapons - None

CHEATS AND CODES

All these need to be entered on the code screen. To get there, go to NEW, SINGLE, LOAD, and do not have a memory pak in. When it asks for one, choose DO NOT USE. Or, if you have a memory pack in, press B when it asks you to choose a saved game. Then enter the code. For the time being all the passwords that are not cheat codes are ones of my devising. If you have one I am missing, or have a better one, please submit it.

Cheats

S3TC 00LC 0L0R S??? - SET COOL COLORS. Changes the color scheme in single or multiplayer.
S3TL 0WGR V1TY ???? - SET LOW GRAVITY. Lowers the gravity in multiplayer.
S3T1 NF1N 1TES H0TS - SET INFINITE SHOTS. Unlimited ammo in multiplayer.

If you know of more, please e-mail me!

Codes

misc

FBBC VBBB FBBC VBF7 - Level 0 - Twists. This is a code you get for beating the game. It is one of the multiplayer levels that has been filled with a rockets for you and Gladiators for you to shoot with them. After you have killed all the Gladiators, a Flying Guardian will show up to waste you before you can blink. It has a 1:40 minute time limit.

easy

Central Complex	-	6JBN	SHFB	07BR	X3J1
Intelligence Center	-	1KLG	VL2H	LNBF	F4LQ
Communications Center	-	2KQD	2MSD	Z9VM	4XYL
Orbital Defence	-	VK7N	Z?LY	?4V5	LJ4W
Docking Station	-	VK3J	HSW5	9GZN	LQW9
Strogg Frieghter	-	TK3T	RN5N	Q06W	JV05
Cargo Bay	-	S?WM	H1G9	B46C	WB0D
Zaxite Mines	-	R8WB	8X7J	VGQ0	SJWR
Storage Facility	-	Q?WB	BLW8	RP6Y	XLSN
Organic Storage	-	P6P5	KYWX	HB8R	DJZH
Processing Center	-	N520	KJFW	Y681	VLMD
Geothermal Station	-	M525	TZ35	HXW0	BXZ8
Detention Center	-	L56X	41DX	ZKR8	VJV8
Research Lab	-	K58V	01HJ	V5K9	C3VK
Bio-Waste Treatment	-	J584	W6NR	D05B	VDQ?
Access Conduits	-	H522	98MJ	SM1C	B82C
Descent To Core	-	G52W	300Z	561C	W4HK
Command Core	-	F569	G2D6	HT6X	SG5Y

medium

hard
