

Level Secrets (1)

All the official secret areas in the game are numbered and listed below, along with the **sector number**, **IDMYPOS coordinates**, and **decimal coordinates**. "Official" secrets are those which are counted towards the "Secrets" total on the end level screen. Some non-secret areas which are hard to find are also listed, but are not numbered.

Level 1: Entryway

1 41 <8b00000,13700000> (2224, 4976)

In the northernmost room, you see two switches; a near one on your right, and a far one on your left. The one on the right opens a small area to the northeast with some Armor and health. Hit the right switch before the left one, since the left one makes the right one go away.

2 8 <67c0000, bd80000> (1660, 3032)

3 17 <9b80000, a0c0000> (2488, 2572)

4 57 <9a10000, f800000> (2465, 3968)

In the center room (just south of the exit), there is a lift to the west. Go up the lift and hit space on the wall to the west, revealing a few Imps and a switch (#2) which opens a door leading outside in the southeast corner of the center room. Outside (#3) are some Imps and a Shotgun. Once you hit the switch at the top of the lift, jump down onto the platform just east of the lift. This will open a room with a Rocket Launcher to the north and east (#4).

5 28 <b4e0000, ba60000> (2894, 2982)

A room with two Imps and a Stimpack, behind a hidden door on the south side of the east wall of the center room.

Level 2: Underhalls

1 20 <a4c0000, 87b0000> (2636, 2171)

Just southwest of the Red Keycard (at the top of the steps) lies a room with Blue Armor. There is also a Teleporter back to the beginning.

Level 3: The Gantlet

1 5 <da00000, ac90000> (3488, 2761)

In the main room, south of the two sets of stairs and the Rocket Launcher, is a small outcropping with a ledge. You can make it over the ledge if you run southeast at the right angle from the raised area west of the stairs. Try standing at <b8cf79f,e2495ca> at angle dbf00000 (or thereabouts) and running straight forward. Once you make it, walk through the south wall to a small room (#1), containing a Megasphere and Partial Invisibility. There is also a Teleporter to the tower with the Rocket Launcher.

Level 4: The Focus

1 15 <fdca0000, 4890000> (-566, 1161)

The hallway south of the starting point leads to a staircase, then curves east to a door. On the left side of the corridor are some windows into rooms containing Armor and lots of Sergeants. Near the east end of the corridor, there is a hidden door on the north wall, just to the right of the window, which lets you into the south windowed room (#1), and from there to the north windowed room.

2 14 <fe020000, 34b0000> (-510, 843)

On the way to the Blue Key is a room with a lava pool in the northwest. Jump in the pool; there is a secret door to the north, leading to a room (#2) containing a Combat Shotgun.

3 43 <ff9f0000, 6250000> (-97, 1573)

Once you get the Red Key, walk east off the platform. There is a Teleporter there, which takes you to the area just south of the staircase mentioned above.

Level 5: The Waste Tunnels

1 139 <6840000, 1c00000> (1668, 448)

Just behind the Megasphere in the north area of the map (not the one at the start) is a small room with a Berserker.

2 3 <3510000, 1ad0000> (849, 429)

Starting in the room with the Blue Key, walk north through the window and press space on the north

wall. Then run north until you're in the room with the Plasma gun.

3 52 <1800000,fa440000> (384, -1468)

On either side of the exit are doors to a room containing some ammo. Jump down from one of the ledges on the west or east sides of the room.

Level 6: The Crusher

1 98 <4200000, 2600000> (1056, 608)

Of the two southernmost pillars in the room just west of the starting point, the eastern one contains a secret. Hit space on its north or east wall to lower it, revealing a Megasphere.

2 124 <24e0000, 1130000> (590, 275)

The poison river in the room with the Blue Keycard leads southeast to a room with a Teleporter, which takes you to the staircase just east of the Plasma Rifle.

3 146 <ff420000, 7520000> (-190, 1874)

In the northwest corner of the room with the spiral staircase is a little outcropping with a few Chaingun Sergeants. You can jump into it from higher up on the staircase. (Don't try jumping straight west; you need to jump a little bit north, too. Try running straight ahead from <1698256,70dce25> at angle <6d480000>.) In the middle of its west wall is a door leading to a secret room with lots of cool stuff, including a Megasphere. Also: the Blue door north of the starting room leads to a lift. After lowering the lift, you will see a little room to the south of the lift with some Armor.

Level 7: Dead Simple

1 1 <fda00000,ff600000> (-608, -160)

The platform around the end-level switch in the center. Kinda hard to avoid, unless you're playing deathmatch, in which case there is another end-level switch in the northwest corner of the map.

Level 8: Tricks and Traps

1 6 <f200000, 74c0000> (3872, 1868)

2 125 <f200000, ae40000> (3872, 2788)

3 12 <10550000, 9200000> (4181, 2336)

4 9 <102c0000, a290000> (4140, 2601)

Through the door east of the starting point is a room with three Teleporters; two obvious ones to the left and right, and a third one in the center which you can get to by shooting the lion. All three take you to a small octagonal room with a pillar in the center. The left, right, and center Teleporters take you to the north, south, and east ends of the room, respectively. Shoot the north and south sides of the pillar to open up secret doors behind the teleport exits, revealing some ammo (#1), and a Chaingun (#2); unfortunately, it also reveals some Pain Elementals, so you can decide for yourself if it's worth the trouble. From the east end of the room (which is secret #3), if you jump west over the slime to the center of the room, a door will open up in the northeast corner of the room. Actually, hitting space on the door will have the same effect. This door (#4) leads to two Radiation suits, ammo, Partial Invisibility, and a Teleporter back to the octagonal room.

5 57 <2f40000, 9500000> (756, 2384)

Through the door southwest of the starting point is a Cacodemon and a Chainsaw. As you take the Chainsaw, a door will open up revealing a little more of the passageway (#5), containing some ammo and Green Armor, as well as a baron, who will teleport to the east to block your exit.

6 100 <bc00000,10320000> (3008, 4146)

7 98 <ea40000,11400000> (3748, 4416)

In the room with way too many Demons are two switches on the south side. The west one opens a door on the north wall leading to another door. If you have hit the switch in the room with all the Cacodemons, then this door will be open, leading to a room (#6) with even more Demons (though you won't see them at first; some doors open after you pass by them). There is a candle on the east side of it, marking a door which you can shoot open to reveal the BFG 9000 (#7).

Level 9: The Pit

1 109 <fc600000, 2600000> (-928, 608)

2 118 <fd070000, 3050000> (-761, 773)

West of the starting point is a corridor leading to the Megasphere. Once you get it, one of the corridor walls will open up, revealing a doom containing a Rocket Launcher and two Rockets. You can try to jump for the Launcher, or you can just walk off the northeast edge of the platform on the southwest corner of the room; the floor will raise up so you can easily get the Launcher (#1). Once you do, some doors to the north and east will open up, revealing some Sergeants. If you try to walk onto the platform

with the Rockets (#2), some doors will open up behind you revealing a wall of Chaingunners, who will probably negate whatever benefit the Megasphere gave you. :-)

3 16 <5c00000, 6db0000> (1472, 1755)

4 17 <5ac0000, 6c00000> (1452, 1728)

5 22 <5840000, 6ec0000> (1412, 1772)

On the east side of the map is a room with a hexagonal structure with Imps and Sergeants firing down at you. If you walk up to the structure, the ledge that the bad guys are standing on will lower you, allowing you to walk up onto it (#3). On the north side of the structure is a door leading to interior of the structure (#4), which is crammed with Imps and Lost Souls. Opposite the door, and a bit to the right, is a hidden door leading to the BFG 9000 (#5).

6 43 <2d50000, c950000> (725, 3221)

In the northeast corner of the map is a spiral staircase of sorts, a large, circular series of steps that lower as you walk up to them. If you make it all the way up the staircase (clockwise), you can jump down to an area with ammo, a Megasphere, Blue Armor, Berserk, and a Teleporter back to your starting point.

Level 10: Refueling Base

1 114 <fda20000, 2480000> (-606, 584)

2 111 <fda00000, 1380000> (-608, 312)

3 112 <ff200000, 2800000> (-224, 640)

4 116 <fc260000, 2800000> (-986, 640)

The round skylit room south of the starting point has four big brown pillars, each of which contains a secret area. These pillars open when you enter the room from various directions. When you enter from the south, the center (#1) and south (#2) pillars open doors facing each other; they contain health and various monsters. The south one contains a Radiation suit, which can come in handy, since all these secret areas have acid floors. When you enter from the west, the east pillar opens, revealing health, ammo, and various monsters, which may include a Pain Elemental or two (#3). When you enter from the east, the west pillar opens, revealing the same sort of thing (#4).

5 5 <5c00000, 8c40000> (1472, 2244)

6 12 <3c60000, 7000000> (966, 1792)

7 26 <80a0000, 5c00000> (2058, 1472)

8 180 <f8b00000, f9600000> (-1872, -1696)

9 34 <57a0000, 5400000> (1402, 1344)

10 49 <37d0000, 4d50000> (893, 1237)

11 80 <6400000, 3480000> (1600, 840)

In the northeast corner of the map is a room with a lot of Sergeants and Former Humans. There are a lot of small niches in this room; several of them have secret doors behind them which you can shoot open. You can usually identify them by the fact that they have the large white UAC logo on them, rather than the small gray ones. There are five such secret doors; behind them, you can find a Megasphere (#5); light amplification and 200% Armor (#6); health, Armor, Demons, a backpack, and a Teleporter (#7) (the Teleporter, which is behind the door at the end of the hidden hallway, takes you to room in the southwest (#8), with a invulnerability and an ammo box, just west of the room with the Cyberdemon); an energy pack (#9); and Armor, a Berserker, ammo, and various monsters (#10). Also, the switch in the southeast corner of the room opens a door to a hidden hallway (#11) which leads to the room with all the Arachnotrons.

12 74 <7a50000, fbbd0000> (1957, -1091)

13 71 <6840000, fc000000> (1668, -1024)

In the southeast corner of the Arachnotron/Revenant room is a secret door to a hallway (#12) leading south; it contains light amplification goggles. The secret door you emerge from is marked with Green pillars. Up the steps to your north is another secret door, also marked with Green pillars; it contains Armor, Berserk, and ammo (#13).

14 101 <600000, fffb0000> (96, -5)

15 59 <1c0000, fcc00000> (28, -832)

In the room with the Rocket Launcher on the pedestal, northwest of the room with secret door #13, you can run past the Rocket Launcher and get onto the north ledge with the Imps on it (#14). There is some health and Green Armor up there. The ledge on the south side of the room is actually a lift, which you can lower by hitting space. There are two boxes of Rockets up there (#15).

16 120 <f8e00000, 4f00000> (-1824, 1264)

17 121 <f8e00000, 4e00000> (-1824, 1248)

18 122 <f8e00000, 4e00000> (-1824, 1248)

In the northwest, there is a room with two acid floor areas and some pillars with stuff hidden behind

them. On the southwest wall, there is a section of wall with mismatched texture; when you walk near that section of wall, a door opens in the northwest acid pool. The door leads to a Megasphere, which counts as three secrets (#16, #17, #18). Also note that just southeast of your starting point is a secret door to a room with some goodies, but it's not an official secret.

Level 11: Circle of Destruction!

1 28 <6600000,3240000> (1632, 804)

On the east side of the map is a small room containing a Chaingun with Green torches on either side; you get to it via a lift which lowers when you come down a set of stairs. On the south side of this room is a secret door, which opens onto a hallway (#1) which leads to a ledge where you can get Partial Invisibility.

2 75 <67e0000,71f0000> (1662, 1823)

On the east side of the outer part of the circle (north of the walkway leading east, south of the outcropping with the Megasphere on it) is a hidden door in the slime. It opens when you cross the trigger that reveals the Arch-Vile. The door leads to some boxes of Rockets (#2) and a Teleporter which takes you to some energy packs in the center of the circle.

3 114 <ff480000,9fc0000> (-184, 2556)

In the northwest corner of the map is a series of bars which open automatically when you approach. Just north of the bars is a secret door (#3) leading west to the Hell Knight and invulnerability.

Level 12: The Factory

1 26 <fd950000,3000000> (-619, 768)

In the northwest corner of the big main building is a room with jagged walls (#1); it contains a BFG 9000 and lots of Chaingunners. To open the door leading there, you must hit the switch in the southeast corner of the room with the Blue door facing northwest. Note that there is a Radiation suit in the southwest corner of that room.

2 85 <3040000,2c00000> (772, 704)

The room with the Blue door facing northeast (with the platforms that lower as you reach them) contains a Teleporter to a ledge facing northeast outside the building. From there, you can jump down to the southwest and get three boxes of ammo (#2). Hopefully you already killed the Mancubus. This room also contains a switch which helps you get secret #4.

3 155 <fef80000,fc730000> (-264, -909)

4 122 <ffa00000,1200000> (-96, 288)

In the southwest corner of the map is a small building with some crates. High on the east wall are a Chaingun and some ammo (#3); you can get to them by stepping from crate to crate until you get to the lift (the switch), and then use the lift to get up to ledge they're on. In the southwest corner of the room is a Teleporter which takes you to the square structure in the center of the big main building. If you hit the switch mentioned in #2 already, then the center of this structure will be raised up so that you can just grab the Megasphere (#4). If you haven't, then you'll be surrounded by four Imps scratching away at you. Kill them and hit the switch, which will raise the floor up so you can get the Megasphere.

Level 13: Downtown

1 3 <5000000,f68b0000> (1280, -2421)

There is a building in the southeast with a switch next to a lift. Hit the switch and take the lift up. There are two doors; the right door won't open. Take the left one and jump across the slime pit to the other side (#1); there's a Computer Map and a Chaingun.

2 74 <fcb00000,f2de0000> (-848, -3362)

3 11 <2e00000,f3d00000> (736, -3120)

In the southwest corner of the building in the southwest corner of the map is a switch which opens a door leading outside. There's a Medkit and some ammo out there (#2). Just to the east of the switch is a stack of crates which you can lower by hitting the space bar, revealing another switch. After you hit the switch, you can walk around the stack of crates to your north to find a set of stairs leading up to a Teleporter. The Teleporter takes you to a ledge just west of the starting point (#3). From this ledge, you can run north into the building with the Megasphere.

4 108 <fd200000,f7680000> (-736, -2200)

The building in the southwest corner of the map has a pit in the northwest corner, which leads to a lift. The lift takes you up into another building. Just across from the lift (to the east) is a switch; hitting the switch opens a door revealing some Shotgun Shells (#4).

5 128 <ffb80000,f7780000> (-72, -2184)

The building with the Revenants guarding it (the one with the Blue door at the entrance contains a crate with a switch on the north side. You can hit the switch to lower the northeast platform, so you can get the Chainsaw (#5).

6 166 <2400000,d20000> (576, 210)

The structure with the Red Keycard on top of it has a hidden door in the middle of the north wall, which can be reached from the ground. The door opens to reveal some Blue Armor (#6).

7 213 <ff400000,40000> (-192, 4)

In the northeast corner of the map is a Teleporter which takes you to the ledge of a building with some Imps. Jump over to the ledge of the building just to the west. There's a door there which leads to a Teleporter, which takes you to the interior of a building farther north, right between two Cacodemons (#7). There's a lot of ammo in there too. Hit space on the inner wall to get out.

8 223 <ffc20000,fc6f0000> (-62, -913)

The building just southeast of the crusher with the Plasma gun has a door in the south wall with a stairway leading up to a Blue door. Once you have the Blue Key, you can enter out and get some ammo and Rockets (#8).

Level 14: The Inmost Dens

No official secrets. One way to get the Megasphere is to go to the building east of the starting building via the bridge. Enter the building through the south door. Run out one of the windows facing west into the moat, south of the bridge. Lower the lift in the southwest corner, then go through, and go east, kill the Arachnotron, and get the Megasphere.

Level 15: Industrial Zone

1 290 <11c0000,600000> (284, 96)

Get the Red card Key. Then jump down to the ground, just to the east of the platform the Red Key is on. There is a Berserk box there. Hit the space bar on the crate just to your east to lower it, and get the Stimpack (#1).

2 276 <fd880000,ff500000> (-632, -176)

Take the Teleporter in the southeast corner of the Red card Key building. Walk out onto the ledge, then go to the north end and drop into the opening to the west, falling down to the main floor of the building. Then walk out the west exit. Go back and take the Teleporter in the Red card Key building again, and walk north and west again; this time, the floor has risen up to the level of the ledge on the north side of the building. From here you can jump south onto the platform with the ammo and Chaingun (#2).

3 104 <4c80000,fc800000> (1224, -896)

Go to the top of the building northeast of the diamond-shaped building. Just north of the Teleporter is a secret door on the east wall (#3). Go through down onto the acid pool; to the north is a backpack and some Rockets.

4 53 <b000000,f5800000> (2816, -2688)

Go to the top of the diamond-shaped building on the north shore of the acid lake; walk to the south ledge of the building. Jump south down onto the small island with the Radiation suit and energy Cells. (Try walking instead of running.) Hit the switch, then jump off and go northeast to the east side of the lake. Go through the door you find there; through it, you'll find a platform with an invulnerability sphere (#4).

5 70 <8100000,f3c80000> (2064, -3128)

6 71 <8100000,f3880000> (2064, -3192)

7 47 <7c30000,f5360000> (1987, -2762)

8 21 <5440000,f1040000> (1348, -3836)

In the southeast corner of the map is a building with a spiral staircase. Go up and around the staircase. As you turn to go south, a door will open to the east. Run south across the lift, then east, then run north, jumping across the lower hallway; there you'll find an open door (#5) revealing a Megasphere (#6). Now go up the stairway again. As you go south over the lift, a door will open up on the north wall, behind you. Go through the door into an area with energy Cells and Lost Souls (#7). Go east into a small opening with a switch. Hitting the switch will cause a Teleporter to appear in the hallway to the west. Enter the Teleporter; it will take you to a platform in the southwest corner of the building with a Chainsaw (#8).

9 147 <380000,f1e00000> (56, -3616)

10 216 <fc970000,f5770000> (-873, -2697)

11 195 <fce00000,f0340000> (-800, -4044)

Go the building in the southwest corner of the map. At the south end, you will find some stairs going east (unless you haven't hit the switch to raise them). At the top of the stairs is a secret door to the

east, revealing a small area (#9) with a Teleporter to the top of the square spiral staircase building northwest of the diamond-shaped building. I was not able to get credit for secret #9, even if I walked into the Teleporter; so the most I could get for this level is 90% secrets. Instead of taking the Teleporter, you could go to the top of the building to the ledge looking north. Hit the switch on the west wall, then jump down to the ground and go back through the front door of the building. Go into the acid river and follow it north to the lift, which takes you up to another ledge where you'll find a Plasma gun and ammo (#10). Now go back to the south end of the building and go south through the acid river tunnel. If you got secret #4, there will be a secret door leading south in the tunnel (#11) leading to a Teleporter to the secret level (level 31).