

Neutral Objects and Structures

Buttons, Floorplates, and Levers

All of these can be activated by either touching it, stepping on it, or by shooting it (usually when they're out of your reach).

Platforms

The majority of platforms will rise or descend once you step onto it. Otherwise, there will be a button, lever, or plate to activate.

Doors, Secrets Doors, and Secrets Areas

Most doors on Stroggos will open as you approach them. If not, look for a relevant key, switch, button, floorplate, or lever.

Secret doors can be found, concealing various goodies. Most will open when shot, otherwise look for a button, lever, or floorplate.

Secret areas also exist hiding valuable power-ups. Look for something odd in the environment such as crack in the wall or strange opening somewhere, and blast away if necessary.

Environmental Hazards

Slime

Watch out for pools of toxic waste on Stroggos. Unless you're protected by an enviro-suit and need to submerge in the fluid for some reason - stay clear away unless you're in the mood to have your skin melt off the bone.

Lava

See Slime - except an enviro-suit won't be much help.

Traps

These Strogg are a sneaky race - don't be paranoid, but watch out for deadly traps in the environment.

Explosive Containers

These radioactive containers can be your best friend or bitter enemy. If Strogg are around them, fire at the containers to blow up everything in range, but watch where you stand or the aliens will consider the same tactic! Also keep in mind, containers may blow open a hole in a wall or floor for you.

Water

You can enter water on Stroggos without needing an underwater breather but remember to come up for air often.

Ammo, Armor & Power-Ups

Ammunition

There are five types of ammunition found in the game: shells, bullets, cells, grenades, and rockets. Each ammo type has a maximum number you can carry on you.

Armor

There are three different kinds of armor types: Body Armor, Flak Jacket, and Combat Suit. Each type will give you protection but every time you take a hit, it will slightly deplete the armor type. Therefore, make sure to seek out and pick up fresh armor on Stroggos.

Armor Shards

These special shards will add more protection to your armor.

Energy Armor

A special piece of armor built to protect you from energy weapons. You will need cells in your inventory to feed it.

Health

There are two sizes of health packs: First Aid (small) and Medkits (large).

Stimpacks

These small, additional power-ups add +1 to your health.

Silencer

Finding one of these is useful - as the name suggests, it silences any of your weapons.

Bandoleer

A bandoleer increases your carrying capacity for bullets, shells, and cells.

Heavy Pack

This allows you to carry more ammunition in your backpack.

Underwater Breather

Just as it sounds.

Enviro-Suit

This device will protect your skin when submerged in hazardous liquids on Stroggos such as Slime.

Quad Damage

When activated, your weapons become four times more powerful. Unfortunately, this is only temporarily.

Invulnerability

As with the Quad Damage, this special item wears off after a short while, but will render you absolutely invincible!

Super-Adrenaline

This object will slightly boost your health permanently.

-

Mega-Health

Mega-Health significantly increases your health, but will start tapering off slowly.