

Unit 2 - Level 1 - Ammo Depot

The object of this level is to find the entrance to the supply station.

U2L1W1 [Secret here]

Walk out of the elevator, kill whoever is in your way, and jump onto the crate at the bottom left of the Stroggos logo on the wall. Look up and shoot the glowing button to open a portion of the wall concealing a quad damage power-up. Jump back onto the main platform where you started and jump cross into the hole in the wall to snag it. Jump back and pick up any health or ammo near the crates you may need.

U2L1W2 [Strategy video here]

Exit the door and turn left to face the blank wall. Step backward and watch the wall open with an Enforcer or two. Sneaky alien scum, huh? Turn around and head down the steps again to collect health and shells and look for the green button on the wall to open the door to the right - but watch for the crew of guards to pour in. In addition, there is a grenade behind one of those crates but don't jump behind there to get it - you'll find yourself stuck and will have to resort to shooting at the explosive crate to get out (only to hurt yourself).

U2L1W3

Head out the door at watch for the floating Technician. After he's gone, look behind one of the crates to find some health and push the green button to activate the next door. The next room is a large one so shoot the guards in front of you as well as the ones on the higher platform on your right. Collect the health of you need it and jump down onto the crates below for more health packs. Shoot the guards on the bottom level and press BOTH buttons - one on the wall to open the locked door above and the other to activate the vertical platform to take you back up a level.

U2L1W4

Enter the new door and step on the platform, then walk out after rising and press the green button in the middle of the walkway. This will extend the walkway across (look down) and you can drop onto it once completed. One or two angry Berserkers will charge out, so keep your distance from them (I recommend to back up if necessary). Enter in and scoop up the goodies on each side branch of the hallway, and then head straight through, collecting the small stimpacks to the next large room on this level.

U1L2W5 (Strategy & Secret here)

Show your face and pull back - you'll probably need to shoot an Enforcer, a Technician, and a few guards (note: shoot the explosive containers on the high beam to destroy those guards). Once all gone, enter the room and turn left immediately into the small, dark room. Pull back out and have the Berserker follow you to an open area. After it's gone, re-enter the room to collect some health and ammo. Once back out into the room, kill the Enforcer on the raised area and shoot the glowing yellow button on the wall to deactivate the force-field. Enter the room and press two green buttons on the wall - one to open up a secret room on your lower left guarded by an Enforcer, while the other causes the cargo car to crash through the wall and make an opening to get out.

U2L1W6

Enter the room with the crates, kill the guard, and touch the door at the end. Right away make sure to pull back - two Berserkers will chase you (one from behind the wall) so be forewarned. Some health should be in the wall where the Berserker exited. There is also a ladder here but don't concern yourself with that for now. Exit the room into another cargo room and blast the guards. The next room will have a Berserker or two to take out, plus watch for fire from above or below. When the coast is clear, drop down on the highest crate to snag the Enviro-suit, then all the health and ammo you can find. The two platforms are not needed here - locate the door and enter the underground hallway until you hit the green button to open up the platform door. There are no enemies here to worry about.

U2L1W7 (Secret here)

Get on the platform and ride it to the top. Did you notice those Berserkers on the floor beneath you? Activate the green button on the control panel to crush these Stroggs. At the end of this walkway is another platform going down to that middle floor where the Berserkers were. Turn to the left and exit, taking down any guards in your way. This room with the lava bridge contains a secret. Cross the bridge, kill the Berserker and drop down into the sides for some health and grenades. To get back out, drop down into the hatch on the right onto a green platform - this will rise you up to a small walkway with a machine gun and 2 health packs. If the bridge is submerged, hit the green button to raise it again - otherwise don't touch it. Drop down onto the bridge and turn around to continue in the direction you were going.

U2L1W8 (Strategy here)

Watch for some guards and you'll end up in an area overlooking some water with floating crates. Jump in, swim through the small doorway, and watch out for the Barracudas. Hop onto the boxes near the ledge and climb up to the ledge. There are two dry areas on each side you can jump to - one with a door and the other with the green button switch. Go to the button to activate the door on the other side, and scoop up any power-ups along the way. There is some health underneath the walkway to the door if you want to crawl under.

U2L1W9

Exit the door and plow down the Berserker while keeping your distance. Hop onto the platform and destroy any enemies here. Enter the doorway, and then follow along the high walkway to the next two doorways. Eventually, you come across a fork in the walkway - the Supply Station or the Warehouse. Enter the Warehouse first and activate the power generator, then press the button near the platform but do not get on the elevator. Exit this room and head over to the Supply Station to collect all four power cubes. Then, once returned to level 1 (Ammo Depot), you may take the platform up to commence the Warehouse level.