

Unit 2, Level 3

U2L3W1

The room will be dark and powerless until you place the first power cube in the generator. Head back to the beginning where you came in to grab the health packs on the right...but watch out for the black guards.

U2L3W2 (Strategy)

Step on the platform near the generator to rise up a level and beware of any Berserkers or Enforcers that may be hiding behind the walls (some Jacket Armor and bullets will be in the wall as well after you've killed them). Proceed to the end of the catwalk and open the door. Before you walk down the stairs, kill as many Strogg from above as possible. A Parasite will greet you from under the stairs, as well. Continue to the hallway with the yellow glow and step on the lowering platform. Kill everything in this room and then insert a power cube in the right place to activate the ascending platform back to where you just were. This time the conveyor belt is active. Step onto it.

U2L3W3

Kill the Gunners and press the two buttons across from each other - one is to open the door and the other activates the next platform.

After killing the Parasites, enter the only door and look down to take out some Strogg with grenades or gunfire. Drop down and place the last of the power cubes in the generator. Now you must proceed to the Detention Center.

U2L3W4 (Strategy)

Jump onto the turning vertical crate hooks and hop off on the other side where the horizontal conveyor lies. Press the green button. This will lift the crate in the center of the room and place an explosive in front of the next door you must enter. Kill the Gunner and hit the key to lower the winding staircase.

U2L3W5 (secret and strategy)

On the way down, you'll see a window - break it and shoot at the button well-hidden behind a few crates. This will allow you to access a secret area at the base of the stairs with Jacket Armor, health, grenades, and adrenaline. Walk up to the next level again and open the door - get ready for the showdown with the tank!

U2L3W6 (secret)

Once you've killed him, tap the computer behind him, then press the button against the wall to open the door. This leads you to the second last room in unit 2. After obliterating the Strogg, enter the side room and look up at the ceiling for a flashing yellow light. Shoot it and climb up the ladder for a secret Quad damage. Come back down and then press the two different buttons on the wall to activate the revolving crate holders. Jump on and off on the other side to exit the door. Enter the door and activate the switch to open the final door. Hop on the conveyor between the crates and you've finished unit 2!