

## Unit 3 Level 1 - Main Gate

The objective for this level is to penetrate the outer jail defenses.

### U3L1W1 (secret)

Arm yourself with a heavy duty weapon such as a chaingun or machine gun and destroy the Enforcers, Gunners, Flyers, and Beserkers in your path. Before you enter the small passageway with the moving horizontal bars, fall in the water, swim to the surface and turn around to face the open red doorway. Climb up to this secret area and pickup the rebreather and many health packs. The platform will take you to the very beginning of the level where you just were.

### U3L1W2

Now squeeze past the moving bars in the hallway into the next room. Depending on your skill level you may approach up to three tough Beserkers so make sure you don't get stuck in a corner and use the health behind the crate if necessary.

### U3L1W3 (secret)

Continue along outside but watch out for the Flyers on the left. Enter the door and destroy all Enforcers, Flyers, and Beserkers. The second secret for this level is in this room. Press the yellow Alarm button on the wall, then use the small flight of stairs to jump on the ledge and make your way to the small opening in the wall where the jacket armor is. More Flyers will spew out of this hole so dispose of them first.

### U3L1W4

Continue down the stairs and kill the Beserker but don't enter the blue room or the security grids will activate. If it's too late, simply hop between the laser beams and to the right of the stairs is a button to turn it off for good.

### U3L1W5 (strategy here)

Go back outside and dive into the water on the right and enter the tunnel. Keep you head above water and follow it around to the opening. Come up to the top to grab the power-ups and kill the Gunner on the inside if you can. If you shoot the Alarm button by accident, a Beserker will break out of the wall there as well. Then dive back in even deeper to enter the spinning blades on the lower right - they're slow enough! Emerge onto dry land and shoot at the vertical red rod on the wall to turn off the rest of the fans on this level. Pick up any power-ups you can find and press the alarm button on the wall so it turns red. Down the long corridor is a room with plenty of armor shards, health, and weapons.

### U3L1W6 ( 2 strategies)

Shoot the rusted bars at the top of the ladder so you can climb and crawl through. Step on the platform, and when at the top, step on the panel on the ground to open up a locked door beneath you. If you look over the edge - be careful - there's an Enforcer sitting behind one big-ass canon. Try to peg him off before he has time to swivel the gun around. You must kill him so the cannon doesn't get you.

### U3L1W7

Jump down and blow away all Flyers above you - there are two waves of three in the hard version. Enter the building before you step on the platform and kill all the Berserkers and the powerful Gladiator.

U3L1W8

This leads you to the room we left alone at the beginning because of the red laser power grid. Enforcers will appear out of the walls on each side so after they're dead, look behind the stairs for ammo on one side and the button to de-activate the laser trip alarm on the other (only if the lasers are on will you see this button).

Head back outside and enter the platform to take you to level 2 - the Detention Center.