

Unit 4 - Level 5 - Lower Mines

Navigate through the mines and find the entrance to the Factory.

U4L5W1

Grab the chaingun and health and start to walk across the small bridge, Look up and destroy the Technicians hovering above. Keep going to the other side, pick up the health packs, and hit the switch to start the tram moving.

U4L5W2 (strategy)

Head back over to the other side and wait for the trams at the end near the wall. Carefully ease into one of these and hang on for the ride. When you get to the top, climb off and watch out for a few bitter obstacles such as Technicians, Berserkers, and Gunners.

U4L5W3 (strategy)

One of the small tunnels has some armor at the end near a drill but take a good look at the ground - it's not so sturdy - so watch where you step. Leave this for now and look around for other small crevices to walk through. Chances are there's a patch with a Technician or two so follow it around and look down to find a Gunner and a grenade launcher. Turn around and jump across to get the armor but jump toward the sides and quickly jump to the back or you'll fall down into the water.

U4L5W4 (strategy)

Whether you get the armor or fall down, you have to exit this way anyway so head down while keeping your head afloat and change to something powerful - the room you're just about to enter has one mean Tank in there. When you kill him, grab the quad damage he'll leave behind and walk over the laser cannon.

U4L5W5 (strategy)

Hit the button and the laser will break a portion of the wall for you to exit. But be forewarned - when you grab that rocket launcher - hurry up and back up the way you just came in because a rock grinder machine will start charging at you. After it's past you, feel free to follow suit (there's actually two health packs on its back!).

U4L5W6

Destroy all the Technicians on this small walkway and plow ahead without letting them knock you into the molten lava. Once the last one is killed, the ground will start shaking so get off this small bridge immediately or you'll be burnt to a crisp. On the other side, kill the Gunners and Technicians until you reach a large room. Step on the platform in the center but try to destroy the one or two Gunners from down below first to make it easier up above. Pick up any health you need once they're dead and head towards the exit sign to finish this unit. This requires one more trip back to Level 4 - the Drilling Area - first. (to continue, please refer back to the Level 4 text).