

## Unit 4 - Level 3 - Borehole

Goal: Activate the mine machinery to gain access to the Drilling Area (Level 4).

### U4L3W1

Pick up the grenade launcher and head straight down the hallway, plowing through the Gladiator with it. Some Gunners will attempt to zing you from above so shoot 'em down now while avoiding their grenade droppings.

### U4L3W2

Head down the stairs to the left, then a quick right, and left again. Another Gladiator should start approaching you, so once he's dead, pick up the health stimpacks from the indentations in the wall. Enter the next room, which overlooks a room full of guards and Berserkers. Use your grenades or bullets then charge down the stairs toward the hyperblaster. This will bury them for good, but leave the area where you found the weapon since there are too many explosive containers the guards could shoot.

### U4L3W3 (secret)

Look under the stairs for some combat armor and a rocket pack. Shoot at the containers at a distance to allow access to these items. Leave that round pit for now and walk out to the walkway with a red tinge, and shoot the guards below.

### U4L3W4

Pick up the machine gun and health after you've annihilated the Gladiator. There should be yet another Gladiator at the end of this walkway so be careful and use something powerful. Shoot at the Mutants below in the water but remember they're pretty fast movers!

### U4L3W5 (secret and strategy)

Drop down into the shallow water and look under the broken bridge for a quad damage. Follow this red tunnel around until it opens to a tall room with Gunners and Berserkers. Mow them down the step on the platform. This takes you to near the beginning of the level again (but on a higher ledge). Drop down, and trace your steps all the way up to the moment you jumped into the water where the Mutants were.

### U4L3W6 (secret)

If you follow the walkway around, you'll end up in a room with two buttons on the wall and some goodies in the corners. Punch both buttons to activate the mine machinery. Once the sequence is completed, two or three Gunners will break out of the walls. In one of the holes in the wall, there will be a ring. Shoot at it to access armor shards, adrenaline, and a fast way to exit the level. Step on the moving tram and enjoy the ride. Hop off just before it goes into the wall and exit the door.

### U4L3W7 (strategy)

After returning back from the Drilling Area level, hit the switch to lower the large U-shaped platform. Once it has been lowered, follow around to the area with 2 switches. Hit the one on the right to lower it again.

### U4L3W8

Hop out and into the doors - this is a previously restricted area of the Drilling Area level  
(to continue, please see Level 4).