

## Unit 6 - Level 2 - The Reactor

Objective - Find the reactor and expose its core.

### U6L2W1 (strategy)

Kill the Gunners on patrol and leave from either side - but beware...this is an extremely tough level so make sure you switch to your railgun and practice your strafing because there are many angry Gladiators here.

### U6L2W2

From whatever side you choose first, make sure you kill everything moving on both sides or you're toast. Return to the other side to finish the job and to collect health and ammo packs. If you can, look down below to kill any Gladiators underneath you for later.

### U6L2W3

Enter the red door on the left side and you'll hear the seductive moans of some iron maidens underneath you. Destroy what you can from above, then slowly make your way down to finish the job. Grab the hyperblaster and anything else you can use and look underneath the stairs in the middle of the room for the white data disk. Grab it and be prepared for an onslaught of iron maidens, beserkers, and Gladiators.

### U6L2W4

Walk up the ramp where the last duo of iron maidens were to collect the goodies left in their hidden room, and on the same don below where the Gladiator appeared from.

### U6L2W5

Exit the door directly ahead of where you snagged the data disk and kill all beserkers in your path. Head left and exit the red door to your right. Kill the Gladiators and exit the room on the right leading to the outside.

### U6L2W6

Walk up the small stairs leading to the BFG10K gun and try it out on the iron maiden below. Fun, huh? Kill the Flyers as well and walk down the hill to collect the rockets. Go inside the cave and collect the stimpacks. Access to the toxic waste area will be denied to you right now so proceed back inside from which you came.

### U6L2W7 (secret)

Walk straight up the stairs and right across this long hallway into the red door on the other side toward the reactor core. There will be an adjoining room with the reactor core but there will be a protective force-field at this time. As you walked into this room, did you look at the structure in the middle? Notice there is a panel you can shoot. When activated, this opens up to a set of stairs with an adrenaline boost at the top.

### U6L2W8

Hop over the ladder, grab the two armor shards on the other side, and touch the panel between them to exit. You are now above where all those Gladiators were at the beginning of the level. Exit the door to your right and proceed down the corridor, killing

the beserkers and Gladiators in your way. One Gladiator, when destroyed, will surrender a quad damage!

U6L2W9

Scan the room to grab the health, ammo, and railgun...and use it immediately on the annoying beserkers and Gladiator above you on the walkway. Then walk toward the hallway through the horizontal security blue lasers. Watch their pattern and carefully slide between them.

U6L2W10

Kill all Strogg in the next room and take the small platform up to the next level. Kill the swarm of Flyers and iron maidens, and continue along the overhead walkway toward the spinning machine gun (but watch out for the Gladiator in there!). Pick up the armor shards and health along the way. Obliterate the Gladiator and continue down this walkway path to the platform.

U6L2W11

Step on the platform and hit the button to activate it. On the way down, switch to your railgun because there should be a couple of Gladiators and beserkers to contend with down below.

Continue down the hallway on this floor until you come to a red door. Enter it and hit the switch on the wall to activate the reactor core locks. You must now go to the cooling facility to lower the heat of the reactor.

U6L2W12

Jump down and exit through the oval door, kill the Flyers and Gunners, and hop into the double doors labeled "exit" to enter Level 3 - the cooling facility.

U6L2W13

Once the coolant systems have been drained in Level 3, proceed straight to the toxic waste dump. This was located in the cave outside near where we found the BFG10K.

U6L2W14 (strategy)

After returning from the toxic waste dump level, step on the plate to extend the bridge across (or jump down - it doesn't matter). Head inside, which is now overflowed with toxic waste materials and carefully walk along the beams to the red door. The ground will shake often so be fast.

U6L2W15

Walk straight through the doors to the white-hot reactor core and you can either step on the small platform into the exit room to destroy the big gun.