

Unit 6 - Level 1 - Power Plant

Objective: Find the reactor and expose the reactor core.

U6L1W1 (strategy)

At the very beginning, stay where you are but shoot the beserkers in the blue hallway. Let them charge at you - you'll kill them before they get close to you. Pick up the grenades and rockets near you and take a hint - use them on the Super Tank below before you jump down.

U6L1W2

After the Super Tank has been destroyed, hop down off the ledge or bridge and grab the red key card in the middle. We'll need that a bit later on.

U6L1W3

Find the stairs leading down and walk across to the platform, when it rises back up, find the handy body armor suit.

U6L1W4

Walk behind where you found the suit and enter the large room with the green Strogg face on the machine in the middle. Here you will encounter a new type of enemy - the iron maiden!

U6L1W5 (secret)

When all iron maidens and beserkers are killed, pick up the health and ammo lying around and shoot at the corner where the explosive containers are. This will open up a secret area. Enter the secret hallway and destroy the beserkers and Gladiator. When the hallways open up into a room, walk across to snag the health, some ammo, and the granddaddy of all weapons - the BFG10K! For now, change back to a hyper blaster or chain gun and kill the flying opposition outside (and if you can...down below too).

U6L1W6 (secret)

Head back the way you came into the room with the large green-faced computer and turn right to head up the small stairs. The flickering light on the ceiling with the sparks flying out of it can be shot at to activate a secret. The panel on the wall directly underneath it will open to reveal some health packs and an adrenaline boost.

U6L1W7

Stay in this blue corridor and pick up the scattered power-ups and head to the other side, with the stairs leading back down to the large room again. Turn right at the bottom of the stairs and enter the red trapezoid door. Shoot the dark gray boxes and grab the chaingun and ammo.

U6L1W8

Walk toward the door at the end of the small hallway and open it. You will hear a distinctive *beep* which tells you that door also triggered something else (watch your back for iron maidens in a moment!). You Are now outside where you were looking down

from before in the secret area. If you didn't kill the beserkers from up above, now is your chance. Enter the door where you came from and surprise these femme fatales by plugging them first.

U6L1W9

One of the walls they broke out of contains an Invulnerability power-up.

U6L1W10 (strategy)

Go back outside, near the pit in the ground emitting fire. Time it so you can jump in when there is no heat, although you may get damaged a tad.

U6L1W11

When down below, smash the enemies that are left and collect the health and ammo in the corners of this room. Step onto the grad platform and allow it to elevate you to the surface. After plucking down the Icarus Strogg, walk into the double doors to exit to the reactor.

If you fall off trying to kill these aerial beasts, jump back into the pit and get onto the platform once more.