

## Unit 6 - Level 3 - Cooling Facility

Objective: Activate cooling pump to lower coolant around reactor.

### U6L3W1

Before jumping down into the hole, pick up any health and ammo you may need. As you exit to the outside, peg off the Gladiator and beserkers on each side of the ledge - don't let them sandwich you!

### U6L3W2

Hop onto the crate to get the chaingun and press the button on the wall to open the floor to the aqueducts below. Don't enter here just yet.

### U6L3W3

Go in the doorway opposite from where you came out, and kill all the Gunners, beserkers, and the Gladiator. Head up the stairs to collect and health you may need at this time. Leave from the door you came in, back outside.

### U6L3W4

Fight off the Icaruses and then jump in the opening and kill the Technicians above you. Before you jump into the water, turn right to collect the armor shards, ammo, and health on dry land. Climb in the aqueduct and following the current down.

### U6L3W5 (secret)

To your left, seek for a ladder and jump onto it from the aqueduct. Look into the small hole to uncover a secret room with adrenaline and other helpful items. Climb back up the ladder and continue down the aqueduct to the next room. Hop out.

### U6L3W6

On the hard level, there are three iron maidens here so watch out! Shoot at the explosive containers to help you out. Pick up the rockets, health, and hyperblaster.

### U6L3W7 (secret)

Jump back into the aqueduct and drop down into the large reservoir. If you take the right platform up, half-way up there is a mega-health on the ledge but reach the top first and then after killing off the opposition, jump down on the ledge from the side to access it.

### U6L3W8

Exit the door and through the winding hallway. After the Gunners are down, hop into the shallow water area and look under the ledge for a couple of grenades. Jump back out and cruise along the hallway into the room towards the rocket launcher dangling. Watch out for the iron maiden and Gunner, and then activate the first cooling pump switch by turning the wheel.

### U6L3W9 (secret and strategy)

On the wall near this first cooling pump, note a large, black mark. When the second pump is activated, this explodes open, paving the way to a quad damage, railgun, and body armor.

Jump onto the crates, one-by-one, until you've reached the top. Jump across to the center platform and allow it to elevate you. On this higher ledge you must kill the iron maidens and head towards the switch on the wall. Pressing this complete the sequence. The coolant systems are now drained. Return to the reactor now.

U6L3W10 (strategy)

Hop onto the crates, then jump onto one of the moving platforms. Coordinate it so you can drop onto the next one beside it, then run and jump up onto the next ledge.

U6L3W11

Follow the walkway to the platform, killing the Gladiator along the way. Once up outside, kill the Strogg waiting for you here (they may also be hiding behind the crates so watch out!) and hop into the aqueduct again.

U6L3W12

Get out and pummel through the next batch of enemies. Collect the health and ammo if need be, then proceed down and fall through the grate to exit this level. To continue with this walkthrough, see Level 2 - The Reactor - again.

U6L3W13

Easter Egg: Once the Reactor has been destroyed, return to this level before hitting the Big Gun. Head all the way to the end of the level where the outside water pools are (near the exit sign) and hop in and look for a small door leading to a new area with a large post. Locate the crack on the post and shoot at it to uncover the Dopefish!